

INSIDE:

TRIAL OF CHAMPIONS: THREE GAME BATTLE REPORT

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WHITE DWARF

WD372 December 2010

GAMES WORKSHOP'S MONTHLY MAGAZINE



WARHAMMER

ARMY MASTERS: HIGH ELVES

WARHAMMER
40,000

KABALS OF THE DARK ELДАР

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

BATTLE IN THE DEEP

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The battle tanks of the Vostroyan 117th are all that stand in the way of the Carnifexes spearheading the Tyranid assault.



The Dark Eldar prepare to bring war and strife to realspace.

EDITORIAL



Christmas is drawing near, which in the Kenrick household traditionally means one thing: battles. In a tradition stretching back almost as long as I've been in the hobby now (which, at the last count, is just over twenty years), me, my brother along with any other gaming friends that are back in Cheltenham for the holiday, always have a big battle on the dining room of the family home.

Back in the early days of our hobby, this used to be fought across a white tablecloth with books propped up underneath it – we chose white because mum never had a green tablecloth, but it added to the wintery feel. Now, of course, my brother has a Realm of Battle Gameboard painted in suitably icy colours, but the armies still march out right as rain to do battle once more.

Adam Troke is making similar plans, except his tradition sees his group of friends gathering on New Year's Day for a spot of gaming – last year saw a huge Apocalypse game, and he has assured me that this year will be equally as grand. I'll bet we're not alone in this, and all across the world gamers will be looking at family gatherings, annual meet-ups and extended holiday as an excuse – nay, an opportunity – to renew old alliances and rekindle rivalries across the gaming table.

In many ways, I view December's issue of White Dwarf in much the same way. It's an opportunity to kick back and celebrate all that's great about the hobby. So Chad Mierzwa has made us a set of fantastic new scenery, Phil Kelly has written us some new background for the Kabals of the Dark Eldar, Andy Hall has put together a Spearhead tactica (complete with new formations) and, perhaps starting a new tradition of our own, White Dwarf and the games developers go head to head to see which team are the best generals.

Andrew Kenrick, Editor

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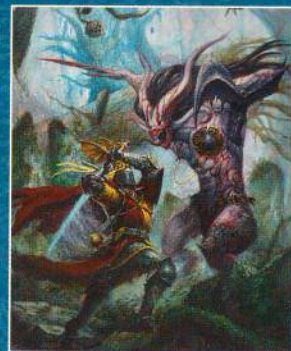
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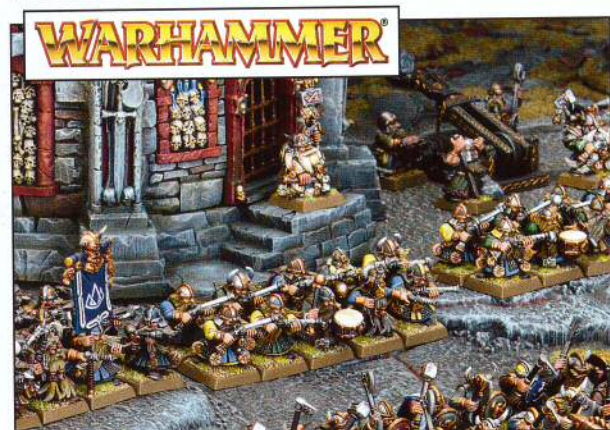
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TRIAL OF CHAMPIONS

The White Dwarf team are nothing if not competitive, so jumped at the chance to prove who was the best at gaming: the Dwarfers or the games developers? Each side nominated their champions to pit against one another in three battle reports. The contest begins on page 14.



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50 DARK ELДАР KABALS

Codex: Dark Eldar author Phil Kelly provides some brand-new background for the lesser-known Kabals of the Dark City of Commorragh.

58 TACTICA: SPEARHEAD

Andy Hall revisits the Spearhead Expansion, providing tactical insights and cunning strategies, and Jervis provides two new spearhead formations.

66 BATTLE IN THE DEEP

The halls of Khazad-dûm are a great setting for a battle, as Adam Troke explains.

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78 MODELLING WORKSHOP: GAMING BOARDS

Chad Mierzwa has been busy building us three new scenery sets. We see what he's come up with.

92 ARMY MASTERS: HIGH ELVES

For our Tale of Four Gamers online series, Matt Hutson has been painting a High Elf army. We take a look.

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03 NEW RELEASES

New miniatures hitting the stores near you soon.

10 NEWS

The latest news for the Games Workshop hobby.

74 STANDARD BEARER

Jervis observes that in our hobby, the more things change, the more things seem to stay the same.

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Can you capture the Tower of Sorcery before your foe?

98 SOME KIND OF MONSTER

Adam Troke talks about how to play games competitively whilst still keeping the game fun.

100 HALL OF FAME

It's been nearly two years since we started the Citadel Hall of Fame, so Andy Hall took a look back at previous inductees, and Darren Latham picks his favourite model.

104 FRONTLINE

Hobby activities and news in your area.

WARHAMMER

THE EMPIRE

This month's new releases range from inquisitive Grots to the honourable Knights of the Blazing Sun. We've also put some of our larger scenery kits back on shelves for a limited time only.



Wherever you see this symbol, that product is only available to order. See page 118 for details.

KNIGHTS OF THE BLAZING SUN COMMAND PACK

This month Giorgio Bassani has sculpted two new upgrade packs to turn your Knightly Order into the renowned Knights of the Blazing Sun. For the command pack he has designed 12 metal components that include heads, the torso of a Preceptor, a musician, five shields and a large banner displaying the heraldry of this noble Knightly Order.

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These new Bitz Packs require the Knightly Orders box set for assembly. The Knightly Orders box set allows you to make eight Empire Knights, assembling them as Knights Panther, Knights of the White Wolf or another knightly order. By adding the metal components from the Bitz Packs you can create Knights of the Blazing Sun.



Knight of the Blazing Sun
Standard Bearer

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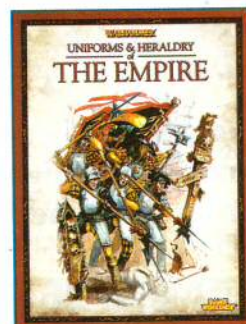
EMPIRE KNIGHTS OF THE BLAZING SUN UPGRADE PACK £6.50
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Requires the Empire Knightly Order boxed set for assembly.

ON SALE NOVEMBER 27TH



Knight of the Blazing Sun



Uniforms & Heraldry of the Empire is the indispensable guide to the colours, insignia and symbols of the soldiers of the Empire army. This book acts as a fantastic reference guide when painting your miniatures, as well as including background on the many regiments and knightly orders of the greatest domain of Men.

WARHAMMER 40,000 ORKS

INQUISITIVE GROTS

This fun metal model sculpted by Seb Perbet depicts two overly inquisitive Snotlings playing around with a discarded shoota. While one of the Snots has his fingers around the trigger, the other runt is about to learn why you shouldn't look down the barrel of a gun.

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The Thieving Grots pack contains five metal Snotlings up to no good and a fallen metal Ork with a choice of two heads. The Snotlings are in all manner of humorous poses – there's one with pliers in hand, wrenching a teef out of a skull, while another is leaving a surprise in an Ork helmet!

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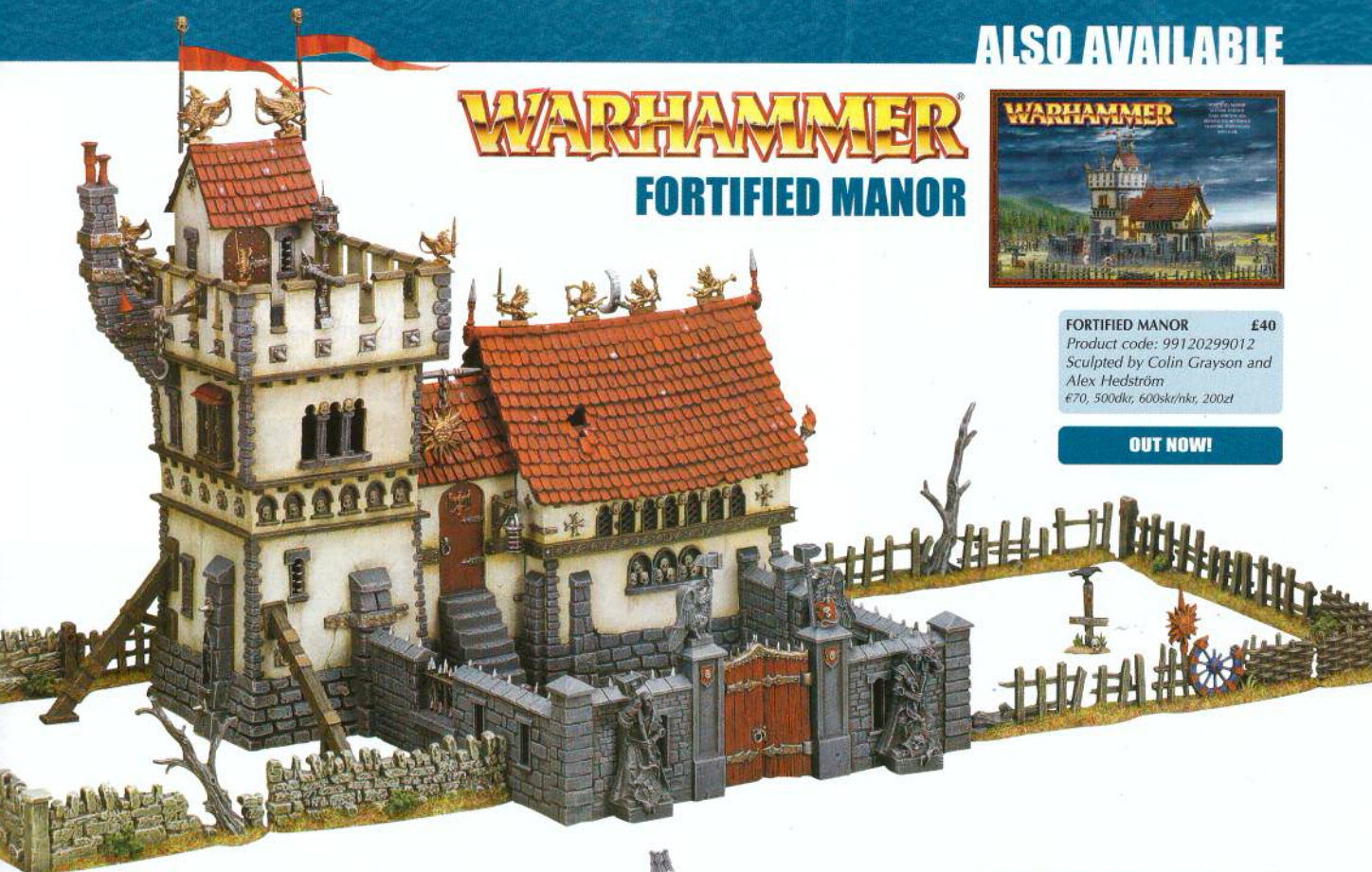
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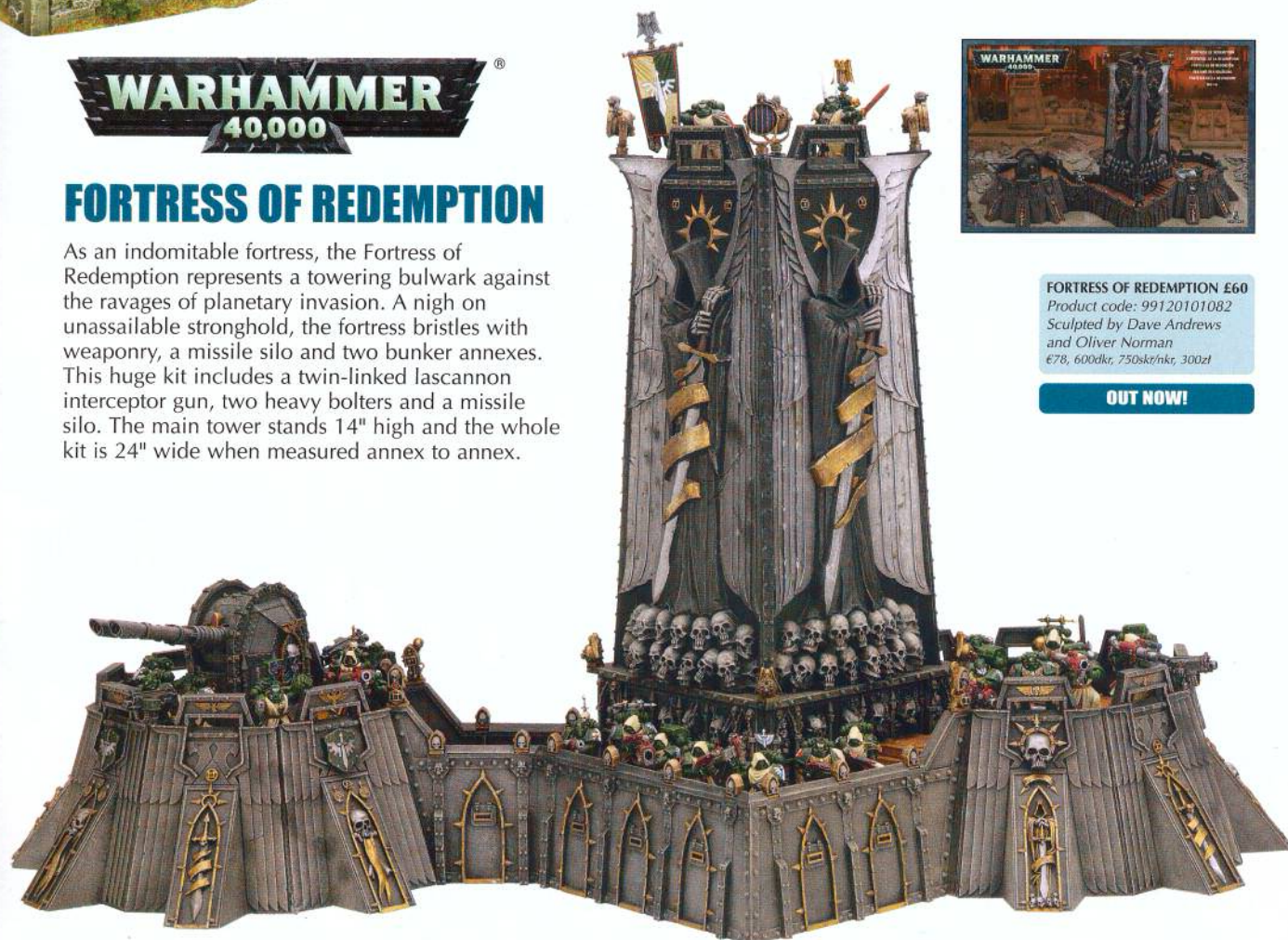
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TURN TO PAGE 78 TO READ HOW CHAD MIERZWA USED THESE IN HIS SCENERY SET.

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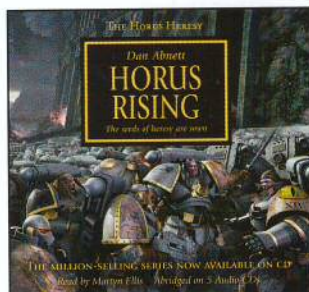
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HORUS RISING £20
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ISBN: 978-1-84970-015-3
£26, 200dtk, 240skr/nkr, 100zt

After thousands of years of expansion and conquest, the human Imperium is at its height. His dream for humanity accomplished, the Emperor hands over the reins of power to his Warmaster, Horus, and heads back to Terra. But is Horus strong enough to control his fellow commanders and continue the Emperor's grand design, or will such incredible power corrupt him?

Rediscover the roots of the Great Heresy once again, but this time as an audio book read by Martin Ellis – it's the perfect accompaniment to any painting session!

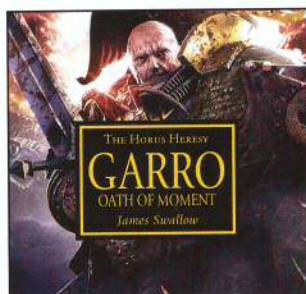
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Emerging from the mists, Wulfrik the Wanderer brings destruction everywhere he treads. Cursed by the Ruinous Powers, the champion must travel across the Old World and seek prizes to appease the powers of Chaos. But now dark forces plot against Wulfrik, and he must discover the enemy within or else his soul will be lost to the Dark Gods forever.

WULFRIK £7.99
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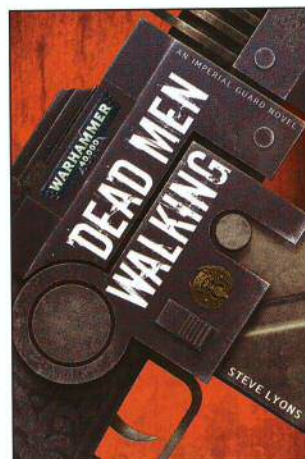
GARRO



GARRO £10
by James Swallow;
Read by Toby Longworth
ISBN: 978-1-84416-844-6
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In surviving the horrors onboard the Eisenstein, Nathaniel Garro proved his courage and absolute loyalty to the Emperor. On his return to Terra, Garro is dispatched on a mission of even greater importance – a mission given to him by Malcador the Sigillite himself. He soon finds himself back amongst the stars and on the fields of battle, thrust into a warzone where the Ultramarines battle a greenskin invasion. In this audio book Garro must once again fight for survival, but now he also fights to achieve a higher purpose...

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This month sees the release of Sandy Mitchell's latest Ciaphas Cain novel, *The Emperor's Finest*. We sat down to talk with the prolific author about how he goes about writing stories set in the 41st Millennium.

Does the wargaming side of the Warhammer 40,000 hobby influence the stories you choose to tell?

Not in the wider sense of plotting and characterisation, but very much in the detail; I keep the current codex for every force I'm using in the current project on my desk throughout the writing, and refer to the game stats frequently to make sure that my descriptions of how things work reflect the experience of using them on the tabletop. That said, you do have to fudge things from time to time to keep the story going, but I think it's important to keep the feel of the game in the fiction; otherwise it wouldn't be a Warhammer 40,000 novel, it's just generic military sci-fi with 40K names added on.

What inspires you to write a story?

The initial idea for a story generally comes from some aspect of the background material that looks like being fun to explore, or my mind wondering how Cain would react to having to deal with such a threat. The stories in the codexes are an incredibly rich source of ideas too, especially if you have the kind of mind that creates links between things.

Do you get much feedback from fans who have been influenced by your books?

I've been told several times at signings that the person I'm scribbling a dedication to started collecting Valhallans because they enjoyed the Cain books, and I know several gamers have created house rules so they can field Cain and Jurgen as part of their army. I even got to use Cain once, as the first time I played Apocalypse I was lent an Imperial Guard army that included a converted Cain mini; if he was killed he got removed from play, but popped up again the following turn, making a Deep Strike into the enemy table half, which seemed to be in the spirit of the books!

A few years ago one of the hobby centres, Exeter if I remember right, ran a Games Day game based on Caves of Ice, with Cain, Jurgen, and a squad of Storm Troopers raiding a very impressive Necron tomb. Seeing that was a real thrill for me, as it was the first time something I'd written had fed back onto the tabletop!

Ciaphas Cain is a unique Commissar; what is it about this character that you think has made him so popular with fans?

Going by the comments I get at signings, it seems to have a lot to do with the narrative tone, which is a little different to most other 40K fiction. Although it's tongue-in-

cheek, I try to stay true to the overall feel of the universe, which is, as we all know, a very dark and threatening place. But making light of a stressful and dangerous situation is a very common coping mechanism in real life, so Cain's sardonic take on things feels to me like a very realistic and human response to all the horrors he has to deal with.

I'm also old enough to remember the very first edition of Warhammer 40,000, which had a lot of overt humour in the background, so I suspect that this early exposure has stayed with me. Every now and again I put in a nod to the older material, and it's always fun when another old timer tells me they spotted it at a signing session or a seminar.

Another element people seem to like which is unique to the Cain series is Amberley's marginalia, which adds another layer to the humour and the overall texture, and allows me to go off at tangents without compromising the main story.

The Emperor's Finest brings Cain face-to-face with Warhammer 40,000's most iconic inhabitants: the Space Marines. Was it a challenge to fit these superhuman soldiers into a Ciaphas Cain story?

Not really: these are Astartes as seen through Cain's eyes, so they're presented in a slightly different fashion to the way we're used to seeing them. Graham, Nick, and Jim have been doing some amazing stuff with their respective Chapters, but from an insider's perspective; Cain finds them just as strange and scary as any other normal human would. Which doesn't stop him cracking the occasional joke at their expense, of course!

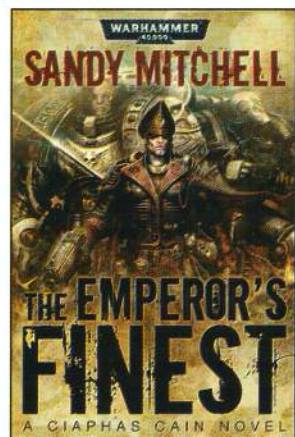
I also made things as easy as possible for myself by using a Chapter, the Reclaimers, without much background, which left me free to develop them in whatever way I saw fit. I left a few plot threads dangling, and some hints that Cain encountered them again later in his career, so they might well turn up again!

Over the course of his career Cain has encountered almost every threat to the Imperium; which is your favourite?

Whichever one I'm using at the time! The great thing about writing 40K fiction is the infinite potential to find stories in any of the backgrounds. Purely on numbers of encounters, I'd have to say Genestealers. For sheer shiver-down-the-spine scariness, though, I'd have to pick the Necrons, even though I haven't used them very often in my novels.



Sandy Mitchell is a pseudonym of Alex Stewart, who has been a full-time writer since the mid nineteen eighties. The majority of his work as Sandy has been Warhammer 40,000 and Warhammer novels.



Commissar Cain is called to duty once more, saving a governor's daughter from a planet overrun by rebels. The uprising hides something far more sinister, however – Genestealer hybrids! The search for the source of the alien threat leads Cain to a drifting space hulk – but there is more than just the waking horror of Genestealers on board.

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by Sandy Mitchell
ISBN: 978-1-84416-890-3
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To help launch the new range of eBooks with a splash, October 2010 saw the start of a new monthly fiction anthology only available online. Hammer & Bolter contains the finest in Warhammer 40,000, Warhammer and Horus Heresy short fiction. What's more, the first issue is still available absolutely free on the Black Library website:

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THE FIRST WARHAMMER 40,000 MOVIE IS HERE!

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The movie has an impressive voice cast led by Terence Stamp, John Hurt and Sean Pertwee, and is written by popular Black Library author Dan Abnett. With CGI animation and state-of-the-art facial capture technology, this is a must for all fans of Warhammer 40,000.

Go online and order your Collectors' Edition at the movie's website:

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More from the Calixis Sector

The guys at Fantasy Flight Games have been as busy as ever, readying new roleplaying adventures for your Inquisitorial Acolytes or Rogue Traders to take part in:

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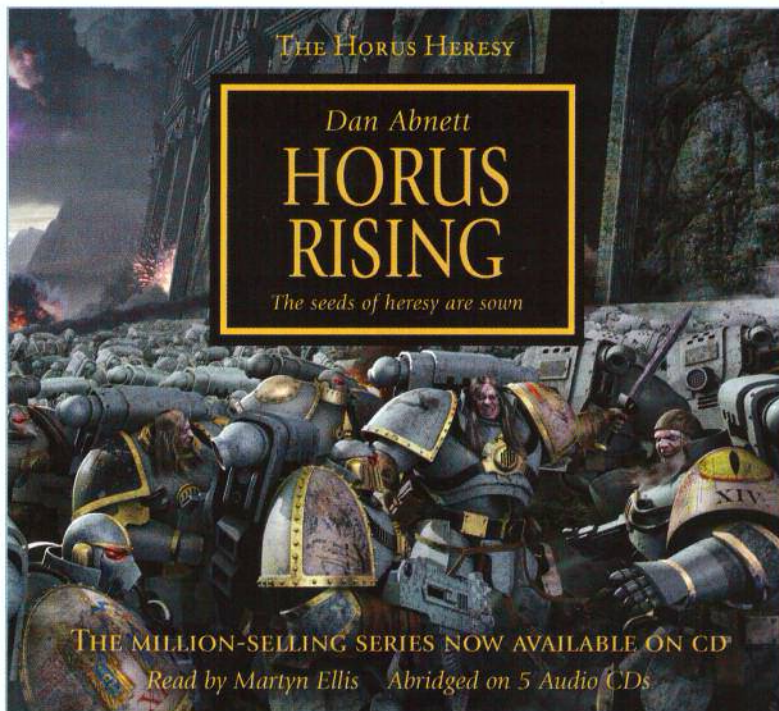
www.fantasyflightgames.com

The Citadel Hall of Fame Available to Order

In January it will have been two years since we started the Citadel Hall of Fame, a collection of the best Citadel miniatures as voted for by the people who know best: the designers, artists and painters. Later in this issue we take a look back at the inductees so far, many of which are only available to order. To complete this collection, we have made two inductees available to order once more – Gui le Gros and the Imperial Guard Company Commander. You can find out how to order these miniatures – as well as all the other miniatures available to order – on page 118.



Brian Nelson's Imperial Guard Company Commander and Michael Perry's Gui le Gros are now available to order once again.

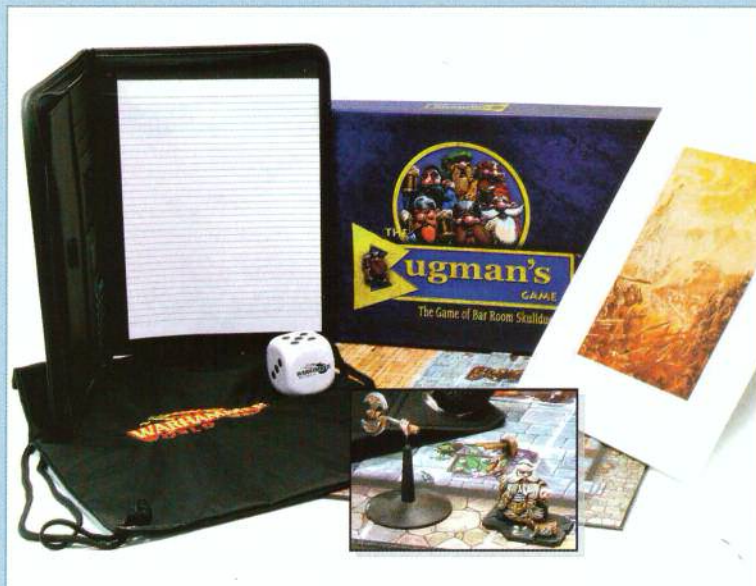


Horus Rising is now available as an audiobook!

Due to the overwhelming popularity of our original audio dramas, we are releasing Dan Abnett's mighty start to the Horus Heresy, *Horus Rising*. Read by Martyn Ellis, the audiobook contains over five and a half hours of audio on five CDs. Not only can you now listen to the bestselling series while you paint your models, but you can also refamiliarise yourself with how the galaxy-spanning Horus Heresy series began. And if that's not enough, you can listen to the entire first chapter of the audiobook for free by visiting the Black Library website:

www.blacklibrary.com/Horus-Rising-CD

Exclusive to Bugman's Bar



What more could any Games Workshop aficionado want this Christmas than the gamer's gift selection exclusively from Warhammer World?

Spend winter evenings playing the Bugman's Game and painting the Josef Bugman miniature. The Warhammer World Folder is ideal for army list writing, with the Foam Stress Die perfect to launch at your opponent. You also get a Games Workshop art print and a Warhammer World or Bugman's Bag to carry all this swag.

Our exclusive items are only available to Warhammer World visitors, proof that you've made the pilgrimage or loot to reward friends and family. As an extra Christmas present, you'll save over £20, as all this costs only £60!

WINTER CRUSADE

The Winter Crusade Returns

Hopefully, this year you'll find plenty of new toy soldiers in your Christmas stocking; the makings of a brand new army, or much-needed reinforcements for your existing forces.

To help you get them all assembled, painted and ready for battle, throughout winter your local Games Workshop is running a series of in-store workshops and activities.

Come in and join us for all sorts of events aimed to help you develop your hobby skills. Whether you want to learn something new or perfect techniques you already use, we'll have a session for you, running throughout December and well into the New Year.

Winter Crusade Activity Flyer

All you have to do is pop into your nearest Games Workshop and pick up your Winter Crusade Activity Flyer. The friendly staff will be on hand to take you through what each workshop and event involves and how you can take part. From there you can simply book all the activities you want to attend.

January Beginners Weekends

If you're just starting out in the hobby, much of this may seem a little daunting, but don't worry, as this is the perfect time to pick up a paintbrush and begin your first army!

Throughout January, your local Hobby Centre will be hosting a number of beginners events and activities to help you get your models assembled, painted and, most importantly, ready for your first few games. To round the month off you'll then be invited to join in the grand finale where you can try out your newfound skills and field your brand new army in a series of thrilling scenarios.

- 8th-9th January Warhammer
- 15th-16th January Warhammer 40,000
- 22nd-23rd January War of the Ring/The Lord of the Rings
- 29th-30th January Grand Finale

To find out how to sign up and take part, get down to your local Hobby Centre today!

More details about the in-store Winter Crusade can be found on page 48.

Christmas Gift Guide and Gift Lists

Christmas is just a few short weeks away. Happily, we're here to help make your Christmas shopping as enjoyable as possible with our expert advice, Christmas Gift Guide and Online Gift List service.

Expert advice

If you are not sure what to buy, our friendly and knowledgeable staff can help advise you on what to get to make your family member or friend's Christmas day!

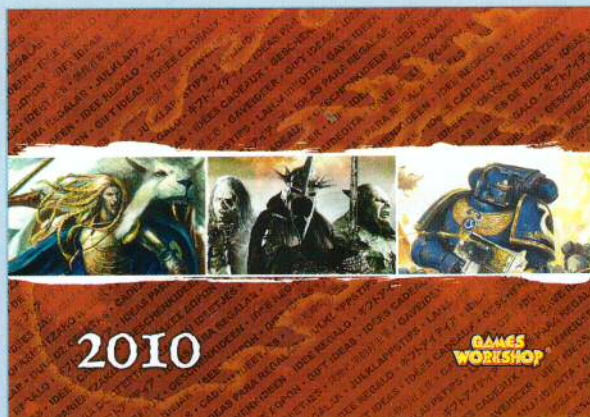
Gift Guide and Gift List

As in previous years, your local Hobby Centre will have plenty of copies of the full colour Christmas Gift Guide for you to pick up and flick through, packed with all those essential 'must have' Christmas presents.

Once you've decided what you want for Christmas (or what you're getting as a present for someone else) you can either pick it up in store or add it to your Online Gift List using your Hobby Centre's Order Point. The Online Gift List is great as you can share it with your friends and family and be sure that you only get what you ask for. Similarly, why not look up your friend's Gift Lists and choose something for them while you're there? This is great as you can be sure that anything you buy is exactly what your loved one wants for Christmas.

Let us do the hard work

If you need a break from your Christmas shopping, the staff at your local Hobby Centre can pick your list for you while you wait. Alternatively, if you want to do some other shopping, they will pick your list and have it all bagged up and ready to purchase on your return.



Final Postage Dates

Here are this year's final postage dates.

- Special Delivery 23rd December
- First Class 21st December
- Second Class 17th December

Our Customer Services support team will be closed on Christmas Day, Boxing Day and New Year's Day.

GAMES-WORKSHOP.COM

The Games Workshop website is the place to go to order all our latest miniatures, get a heads-up about future releases and read our great new articles. You can find everything from stage-by-stage painting guides to new scenarios and tactical advice.

December's web articles are always a heady mix of fun new rules and scenarios, alongside practical hobby advice for scenery building and army painting, all designed to get you in the mood for a season of strife and battle. This month you can find:

COLLECTING ARTICLES



Collecting articles are ideal if you're looking for some inspiration on what to collect next and how to go about it, from inspiring background information, to sample army lists. This month we have a sample army list bonanza, with loads of new army lists.

PAINTING ARTICLES



Painting is a craft that requires patience to learn, but the feeling of achievement after painting a model, whether it's your first or thousandth, is unmatched. Last month we offered advice for painting Dark Eldar, and this month we offer guides to scenery painting.

THE ASTRONOMICAN



The Astronomican is the place to find all the latest articles that have been uploaded to the Games Workshop website. Whenever we publish a new feature it'll appear there. In fact you'll find the last four months' worth of articles all easy to find.

MODELLING ARTICLES



Our ever-growing collection of modelling articles focus on how to get your miniatures ready for painting, gaming and display. From simple hints that cover basic assembly guides to even more complex projects – there's something for every modeller.

GAMING ARTICLES



After collecting, modelling and painting an army there's nothing more satisfying than taking it to battle. Our gaming articles are designed to help you get the most out of your army. This month we present our Season of Strife series, complete with new scenarios.

WHITE DWARF ARCHIVE



The White Dwarf Archive comprises a selection of articles from previous issues of White Dwarf, available as free PDFs for you to download. Only registered members of the website can access this repository of hobby lore, but registering is easy and free.

TRIAL of CHAMPIONS

This month we use our battle report to put to rest one of the big questions from around the Studio: who would win if the White Dwarf crew took on the games developers? Adam Troke introduces this best-out-of-three trial of champions.

The Month of War

Total war continues online this month as we record the exploits of our Warhammer players in *A Tale of Four Gamers*. This month all four gamers match wits in a monster battle report, with Christian Byrne's Empire army joining forces with Matt Hutson's High Elves to take on the Skaven and Orcs & Goblins of Andy Hall and Nick Bayton. Find the whole series on our website:

games-workshop.com

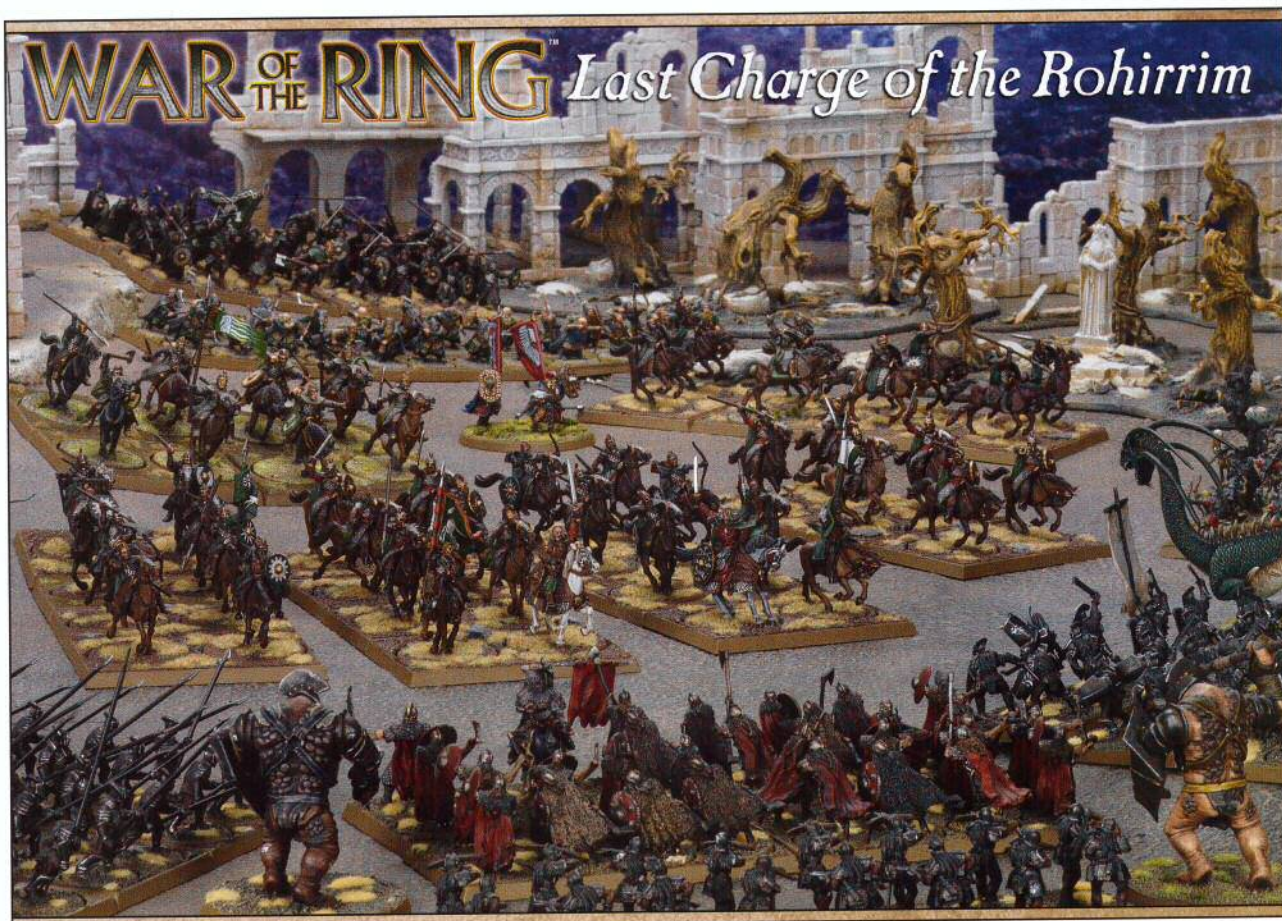
The premise for this battle report is quite different to our usual affair. For a while now we have been dabbling with the idea of pitting the White Dwarf team against the gaming prowess of the games developers. It's fair to say that there's a fair old bit of competition between our two little bands, but usually that is limited to Studio leagues, campaigns and lunchtime gaming. We thought it might be fun to take this friendly rivalry to the pages of White Dwarf and establish some bragging rights. With three systems to play (Warhammer, Warhammer 40,000 and War of the Ring), each team would need to nominate a champion for each game. We'd then arrange a points value, choose a scenario and let tactics (and those ever-fickle dice gods) decide the rest.

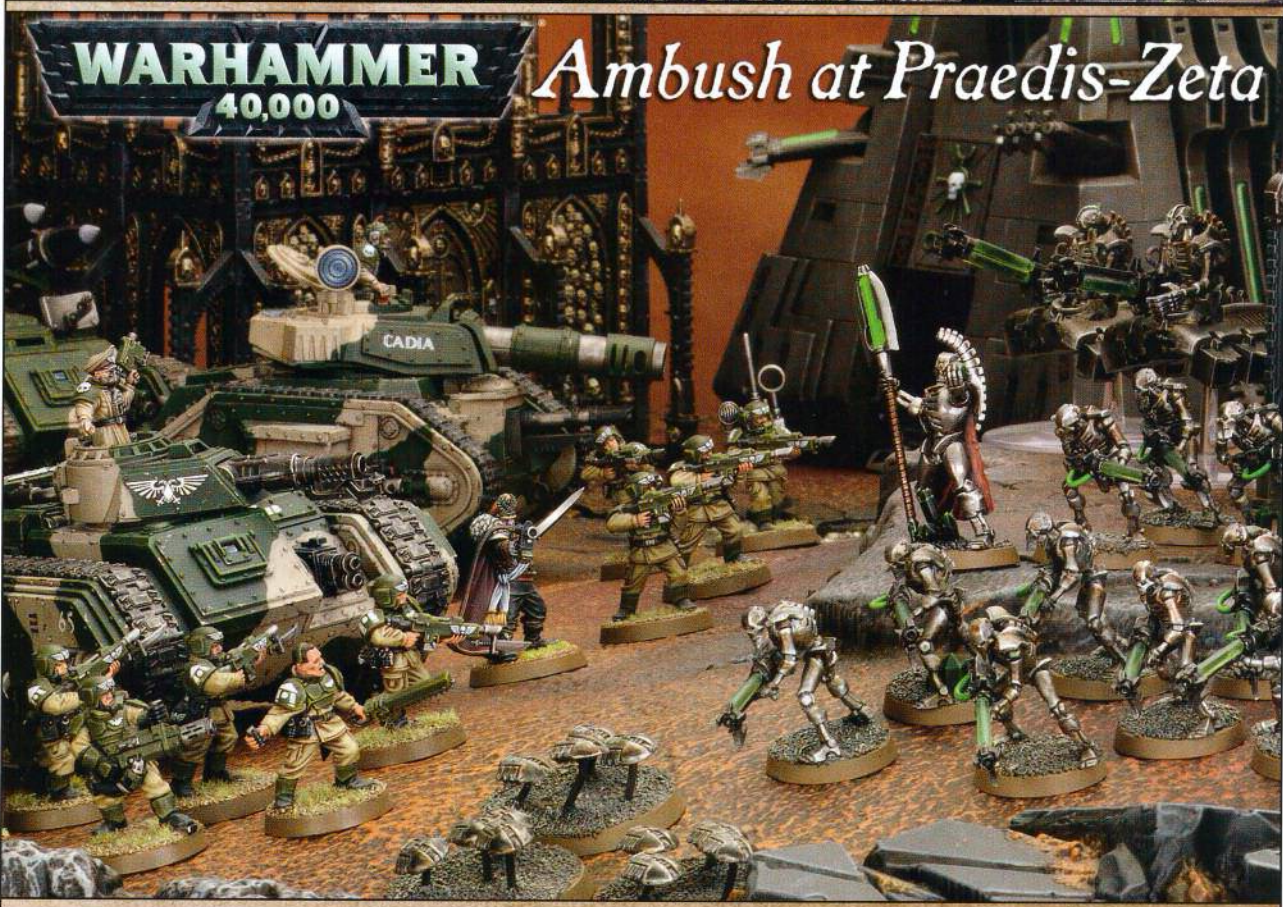
The games developers have a wealth of experience to draw upon for each of the systems and in the end they decided that their team would consist of Phil Kelly for

the game of Warhammer, Robin Cruddace for Warhammer 40,000 and Jeremy Vetock to play War of the Ring. Representing the illustrious White Dwarf magazine and defending the honour of Grombrindal himself is our very own cadre of elite gamers. Matt Hutson will be carrying the banner for Warhammer, I'll be playing Warhammer 40,000 and our noble editor Andrew Kenrick would be manning the battlements for War of the Ring.

The order of play for the games will be War of the Ring first, then Warhammer then finally Warhammer 40,000 – each battle fought on a separate day.

So then, the stage is set for three cracking games – a best of three clash of the titans that should see the most cunning tactics, duplicitous ruses and sound strategy that we all can bring to bear. And, if it all goes wrong, we can always blame those fickle dice gods, and plot revenge for next year...





WAR OF THE RING™

Game One – Andrew versus Jeremy

THE LAST CHARGE OF THE ROHIRRIM



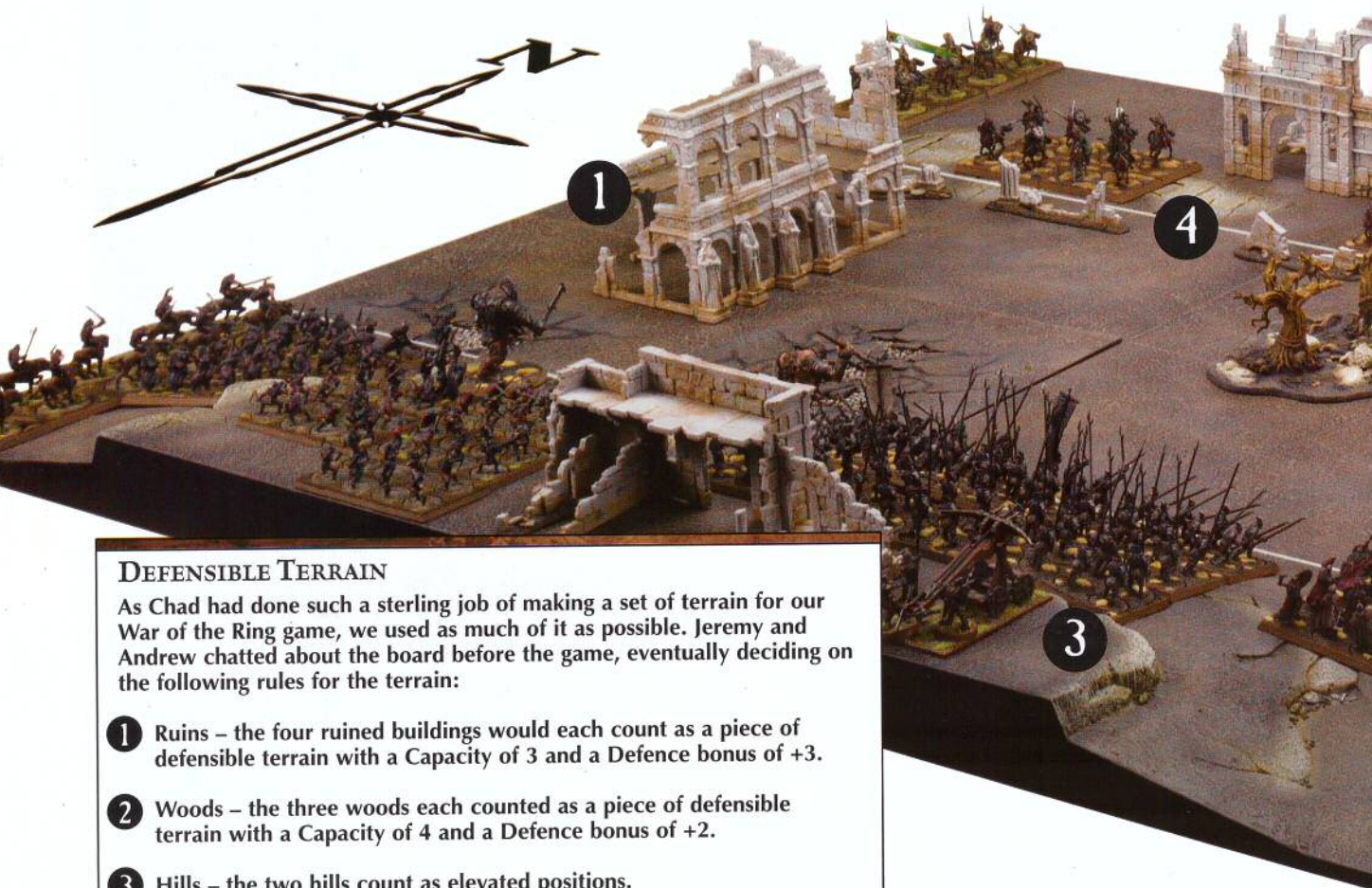
Andrew Kenrick is the editor of *White Dwarf*. If you think that kind of power would go to his head, you'd be right – Andrew swaggers through the Studio like an Ogryn on shore leave. An avid gamer and painter, Andrew changes his favourite army as regularly as others change their socks. And, because Andrew has final say over what gets printed, it's worth adding that he's handsome in a way that photographs can't capture.

As treacherous and devious a fiend as Wormtongue himself, the villainous cad known as Jeremy Vetock is a willing servant of Isengard. The crafty games developers have pushed Jeremy into the arena of battle first, hoping to lull the brave Dwarfers into a false sense of security, but Jeremy is no less a cruel-minded general than his compatriots. When not razing and pillaging, Jeremy can be found telling old war stories.

Editorial fiat is the credential that Andrew Kenrick deployed when the White Dwarf team had its secret meeting to decide who would take on games development at War of the Ring.

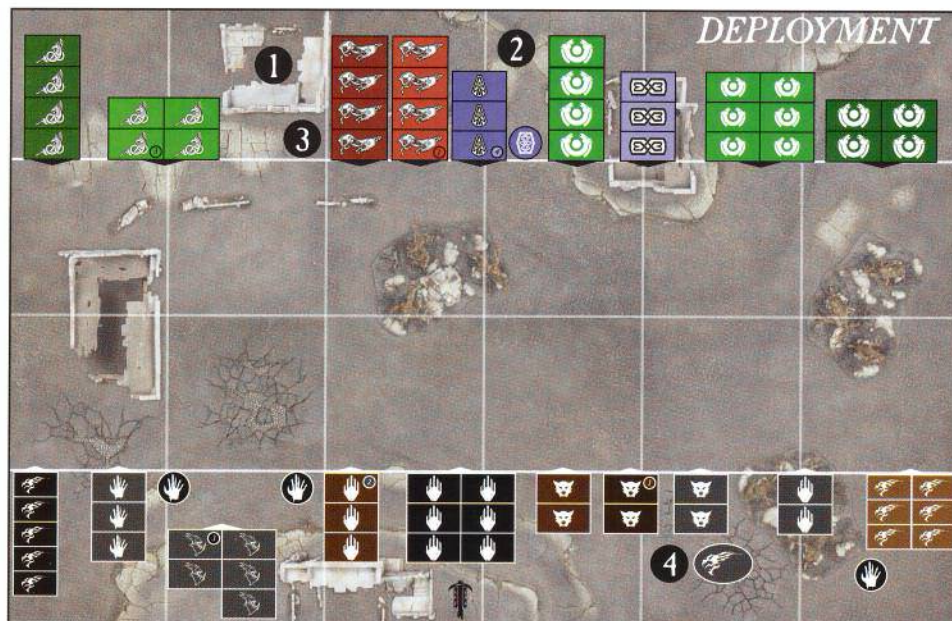
His rationale was he had enjoyed a long-running series of games with Jeremy (who was already named as the contestant for the games developers), and had won the last two in a row.

That seemed like advantage enough for the White Dwarf team and so we turned our players loose to work out what armies and scenario they would play. Jeremy quickly laid claim to the Fortress of Isengard while Andrew pondered using a force from the Dwarf Holds before finally plumping for a Rohan force. Both players scurried away to separate corners to work out what they could squeeze into their chunky 2500-point armies (although both went a little over), before returning to roll the scenario. Jeremy rolled for the



As Chad had done such a sterling job of making a set of terrain for our War of the Ring game, we used as much of it as possible. Jeremy and Andrew chatted about the board before the game, eventually deciding on the following rules for the terrain:

- 1** Ruins – the four ruined buildings would each count as a piece of defensible terrain with a Capacity of 3 and a Defence bonus of +3.
- 2** Woods – the three woods each counted as a piece of defensible terrain with a Capacity of 4 and a Defence bonus of +2.
- 3** Hills – the two hills count as elevated positions.
- 4** Debris – the patches of debris do not have any effect.



Annotations

- 1 A unit of Wild Men of Dunland is hidden in this ruin, ready to ambush the unwary.
- 2 Éowyn is hidden in this formation of Riders of Rohan.
- 3 Andrew deploys his cavalry as a series of columns, maximising the number of formations he could get into combat.
- 4 Jeremy's Cave Drake lurks behind the main line, ready to launch a counter-attack.

objective while Andrew rolled for deployment – a result that gave them The Field of Swords, using the Shieldwalls deployment. The Field of Swords has three potential victory conditions, either capturing banners, killing the enemy leader or simply slaughtering as many of the foe as possible. With a grin, Jeremy suggested that they use all three objectives for a really bloody battle. Andrew gamely accepted the challenge.

All that remained was for the players to set up. Jeremy deployed first, setting up a fearsome battleline that stretched from one flank to the other. Only his Wild Men of Dunland remained out of sight, deployed in Ambush somewhere on the tabletop, ready to enter the fray later in the game.

Andrew found himself hard pressed to deploy his entire force on the board, in the end opting to build the centre of his line around the sturdy Dwarves while his cavalry took to the flanks, ready to sweep forwards against Jeremy's huge Orcish army. With armies deployed, all that remained was the roll for



Theoden's Guard Battlehost 75pts

● Théoden 125pts

🏰 **The King's Guard**
(4 Companies)
Háma and Gamling
with the Royal
Standard. 290pts

🏰 **Royal Knights**
(4 Companies)
Knight Captain of
Rohan. 190pts

The Kingdom of Rohan

🏰 **EPIC HEROES**
Éowyn 75pts

🏰 Éomer 90pts

🏰 **COMMON FORMATIONS**
Riders of Rohan Éored
(4 Companies)
Captain of Riders and
Banner Bearer. 205pts

🏰 **Riders of Rohan Éored**
(4 Companies)
Captain of Riders and
Banner Bearer. 205pts

🏰 **Riders of Rohan Éored**
(4 Companies)
Captain of Riders and
Banner Bearer. 205pts

🏰 **Riders of Rohan Éored**
(4 Companies)
Captain of Riders. 170pts

🏰 **LEGENDARY FORMATION**
Grimbold's Helmingas
(6 Companies)
Banner Bearer and
Hornblower. 280pts

The Dwarf Holds

🏰 **EPIC HERO**
Flói Stonehand,
Loremaster of Moria 90pts

🏰 **COMMON FORMATIONS**
Dwarf Warrior Kinband
(3 Companies)
Banner Bearer and
Shieldbearer. 200pts

🏰 **Dwarf Ranger Kinband**
(3 Companies) 105pts

🏰 **RARE FORMATION**
King's Champion 175pts

Fortunes

An End Worthy of
Song 50pts

TOTAL 2530 points



Andrew: Out of all my regular opponents for War of the Ring, I think I've played the most games against Jeremy. My valiant Rohirrim have sallied forth from Edoras to defend against the invading legions of Isengard on many an occasion; Théoden has matched wits with Saruman and Éomer crossed blades with Lurtz more times than I can remember. Sometimes the tide goes in favour of the White Wizard, but the last few times it's me who's come out on top and won the day for Rohan. Which probably means that I'm owed a beating.

My own Rohan army is very much based on the charge of the Rohirrim on the Pelennor, which means loads of cavalry led by plenty of Heroes, so this was my starting point for the battle report. My first port of call was the Battlehosts Expansion, to see which of these powerful formations I could make use of. This was where my nascent

plan fell apart, as I could see a use for three of the battlehosts, but would have trouble fitting them all into my force. In the end I settled for Théoden's Guard, hoping that their special rule would allow them to plough through the enemy lines. I also added four Rider Éoreds along with my favourite Epic Heroes, Éomer and Éowyn, hoping that these two would allow me to face down any villains I might face.

Of course, against the pike blocks of Isengard my cavalry would be of limited use, so I took a large formation of Grimbold's Helmingas, amongst the finest (and certainly the strongest) infantry available to Rohan. I also called up old alliances, bringing along a couple of formations of Dwarves, hopeful that they will stand firm against anything Jeremy can throw at me, led by a King's Champion and Flói Stonehand.

ISENGARD MARAUDERS



Jeremy: For my part of the honour of my department I was chosen to battle Andrew in a War of the Ring game. Andrew is a great guy to play against but despite his 'nice guy' exterior I can recall my previous battles against him. His Rohirrim pretty much socked it to my Uruk-hai with a cutthroat consistency that still causes me to wince. While too polite for outright trash-talking, Andrew let me know in no uncertain terms that he too remembered his previous victories and his largely unblemished record against me.

With giving ol' Kenrick's Rohirrim a beat-down in mind, I went to work on my army list – I had 2500 points to work with and I wanted to use my favourite army, the Uruk-hai of Isengard. I packed my army with a formidable line-up that would excel at defeating the horse-lords. For my Uruk core I chose Lurtz as my leader and a large

Phalanx of Uruk-hai with their cavalry-defeating pikes. I chose the Wolfbane's Warriors battlehost, giving me a strong contingent of the Rohan-hating Dunlendings led by Thrydan Wolfbane.

To get the drop on the cavalry-heavy army I expected to face I also included a trio of Isengard Trolls (as monsters are great at crushing cavalry) and an Assault Ballista (an artillery piece sure to thin the enemy's numbers out a bit). My contingent of allies was drawn from the Misty Mountains list as this seemed to fit tactically into my army. I chose Drûzhag the Beastcaller to lead my allies, a sizable horde of Moria Goblin archers, some Wargs and, of course, my ace in the hole – the Cave Drake. My basic plan is to absorb the inevitable cavalry charges and then strike back with my monsters. Kenrick won't beat me another time, I can tell you.

Wolfbane's Warriors Battlehost 75pts

- ① Thrydan Wolfbane 50pts
- ☛ Dunlending Huscarls (2 Companies) Banner Bearer. 135pts
- ☛ Dunlending Huscarls (2 Companies) Banner Bearer. 135pts
- ☛ Dunlending Huscarls (2 Companies) 100pts
- ☛ Wild Men of Dunland (3 Companies) 45pts

The Fortress of Isengard

- EPIC HERO**
- ② Lurtz 175pts

COMMON FORMATIONS

- ☛ Uruk-hai Scout Warband (3 Companies) Bows. 105pts
- ☛ Uruk-hai Phalanx (6 Companies) Uruk-hai Captain, Uruk-hai Shaman and Banner Bearer. 395pts
- ☛ Uruk-hai Warband (3 Companies) Uruk-hai Captain and Banner Bearer. 190pts
- ☛ Uruk-hai Warband (2 Companies) Crossbows. 70pts

RARE FORMATIONS

- ☛ Isengard Troll 100pts
- ☛ Isengard Troll 100pts
- ☛ Isengard Troll 100pts
- ☛ Isengard Assault Ballista 75pts

LEGENDARY FORMATION

- ☛ Sharku's Hunters (5 Companies) 200pts

The Misty Mountains

- EPIC HERO**
- ③ Drûzhag the Beastcaller 100pts

COMMON FORMATIONS

- ☛ Moria Goblin Warband (5 Companies) Shortbows. 100pts

- ☛ Warg Pack (6 Companies) 160pts

RARE FORMATION

- ☛ Cave Drake 160pts

TOTAL 2570 points

"There will be no dawn for Men"

Turn 1

Assassination Attempts

In the Shoot phase Lurtz unleashed his deadly shot at the charging form of Théoden, hoping to cripple Rohan's King and make him an easy target in melee. Instead he resorted to using his Mighty Blow rule when charged by the King's formation later in the turn. This nasty rule means that any hits caused by Lurtz and his company cause a casualty, meaning that when Háma faced Lurtz in close combat the Uruk-hai Hero winded up slaughtering the entire formation.



Showing little sign of caution, Andrew advanced forwards with his entire army, jockeying for position with his cavalry to make sure that they could charge the Uruk hordes. The Dwarf Rangers exited the ruins, advancing in line with Grimbald and his Helmingas, whilst Flói led the Dwarf Warriors into the woods.

In the Shoot phase Drûzhag launched a *Bolt of Fire* at the closest Éored. Captain Brewulf spent a Might point to try to resist the spell and failed, but luckily Jeremy only scored one hit so the spell was ineffective.

Elsewhere the legions of Isengard opened fire, the Assault Ballista killing one of the King's Guard. The Moria Goblins opened fire at Éomer's knights, slaying a whole company and driving them back an inch. Finally the Uruk-hai Warband armed with crossbows opened fire at the Éored on the flank, killing one of the riders.

In the Charge phase, what seemed like a simple plan suddenly became a lot more complicated as Andrew weighed up the possibility of a countercharge by Jeremy. The first part was easy – Éomer ploughed into the Moria Goblins and Théoden charged into Lurtz, hoping to best him in a Heroic Duel. However, in doing so Andrew opened the King's Guard up to a flank charge by the Uruk-hai Phalanx and Éomer up to a charge by the Troll. To counter this,

Andrew threw Éowyn's Éored into the front of the Phalanx and the Royal Knights at the Troll. It was a gamble that would possibly end up with the abrupt blunting of his charge, but he had to take it.

Attempting to trump Andrew's blocking move, Jeremy called a Heroic Fight with the Phalanx, so that if they defeated the Éored they would be able to charge again. As this was exactly the situation Andrew had hoped to avoid, he was forced to counter with his own Heroic Fight and the two dived off – Andrew won, to his relief.

Faced with the charging form of Éomer at the head of a formation of knights, Drûzhag called an Epic Cowardice and fled to the Uruk-hai Scout Warband in the relative safety of the ruins. Éowyn also chose this moment to reveal herself, declaring a Heroic Duel against the Uruk Shaman. Unfortunately, this was the moment that Andrew's bold move began to look foolhardy, as (even with two dice) Éowyn botched her roll and found herself cut down by the Shaman. The Éored then only killed a single Uruk-hai and, their pikes daubed with Manbane, the Phalanx cut a bloody swathe through the riders. The Dunlendings, their blows fuelled by hatred (allowing them to re-roll 1s so long as they remained within 12" of Thrydan Wolfsbane) killed the last of the Éored.



TURN 1 - END OF CHARGE PHASE

VICTORY POINTS	
0	9
ROHAN	ISENGARD



THE LAST CHARGE

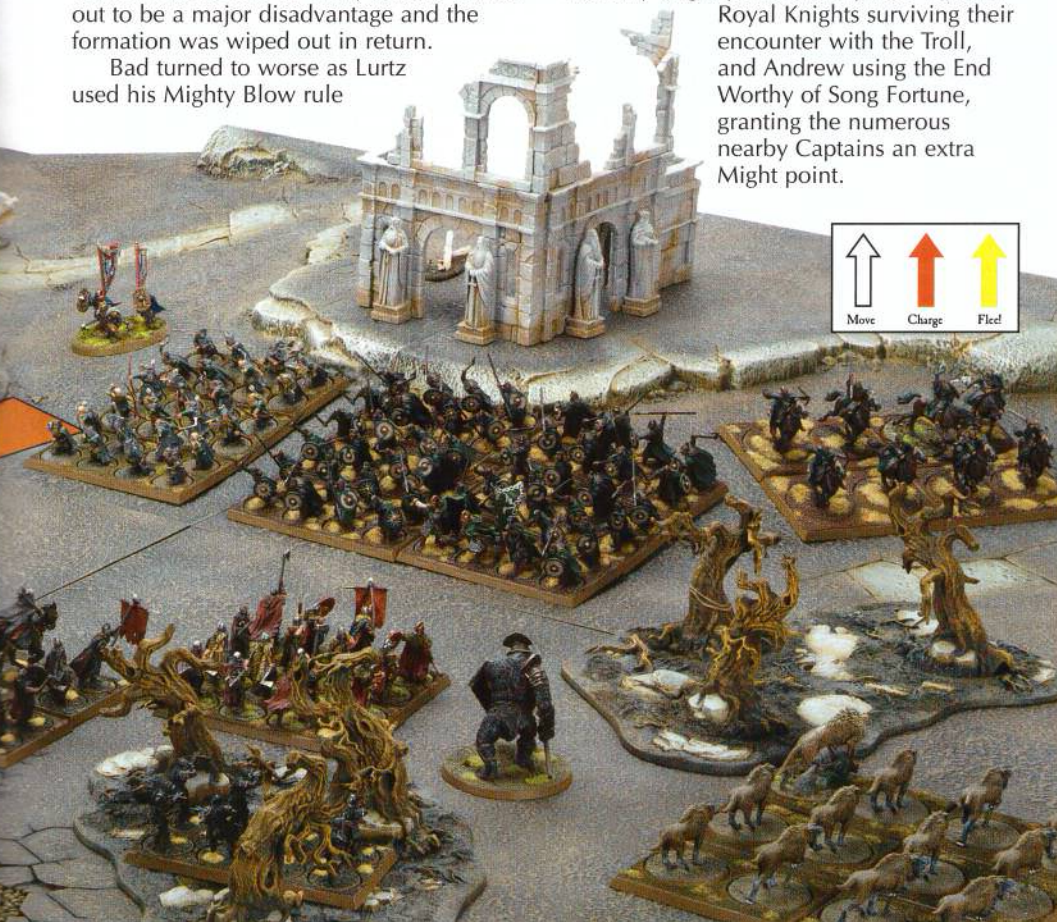
Andrew's (certainly) bold and (possibly) ill-advised charge had the potential to define the game. In a single phase, the cream of Rohan was wiped out to a man (and woman), dealing a devastating blow to the offensive potential of Andrew's army. Had he pulled it off, of course, it would have been a different story, Jeremy's biggest blocks of infantry in tatters upon the field. But it was not to be, and Andrew was forced to look to his scattered Éoreds and his blocks of infantry to save the day.

When Éowyn fell, Éomer's Ride to Ruin special rule triggered, granting him a free Epic Rage. Normally this would be a great boon – indeed, Éomer and his Riders slew 15 Goblins – but their reduced Defence value in the face of so many attacks turned out to be a major disadvantage and the formation was wiped out in return.

Bad turned to worse as Lurtz used his Mighty Blow rule

and then called a Heroic Duel and – panicking slightly – Andrew responded with Háma rather than Théoden. Lurtz won by a cataclysmic 7, slaughtering not only Háma but the entire formation as well.

The only bright point of the phase was the Royal Knights surviving their encounter with the Troll, and Andrew using the End Worthy of Song Fortune, granting the numerous nearby Captains an extra Might point.



Annotations

- 1 Éomer launches an unstoppable charge at the Moria Goblins.
- 2 The King's Guard charge Lurtz's Uruk-hai formation.
- 3 The Rider Éored charges the Uruk-hai Phalanx to prevent it charging Théoden.
- 4 The Royal Knights charge the Troll to stop it from charging Éomer's formation in the flank.
- 5 The Dunlending Huscarls charge Éowyn's formation in the flank.
- 6 Drúzhag uses his Epic Cowardice to flee from Éomer, moving to the Uruk-hai Scouts in the ruins.
- 7 Éowyn reveals herself, hidden as she was in the Rider Éored.

Monstrous Appetites

Turns 2-3



The Uruk-hai Phalanx are halted by the Dwarves led by Flói Stonehand.

Andrew's first action of the turn was to use Flói Stonehand's Loremaster rule to nullify the Troll's Terror rule.

Jeremy won priority once again, this time opting to go first to keep the pressure piled on. Jeremy's legions advanced as Andrew scrambled to get his surviving cavalry into a better position.

The Shoot phase saw a scattering of shots from the forces of Isengard, but it was the Charge phase that saw the real action of the turn. This turn it fell to Saruman's forces to stampede into the enemy lines, as the Dunlending Huscarls charged the King's Champion, Grimbald's Helmingas and the Dwarf Rangers, and the Uruk-hai Phalanx charged the Dwarf Warriors entrenched in the woods. The Cave Drake attempted to charge into the melee as well, but – fortunately for Andrew – Jeremy rolled a 1.

Andrew in turn countercharged, his Éored charging into the Wargs on the flank and the Royal Knights thundering into the Moria Goblins to avenge Éomer. The second Éored tried to charge into Sharku's Raiders, but failed their charge.

Combat was a bloody affair, but the Rohirrim proved intractable in the face of the foe. Captain Eoral declared a Heroic

Duel against the Warg Chieftain and the pair tied the combat but, as the Chieftain wilfully burnt through all of his Might points, he won the duel. Jeremy only scored a single hit, however, whilst the Riders killed one of the foul beasts, but the Wargs proved steadfast.

In the swirling melee in the centre of the board, the Helmingas and the Dwarves slew five of the Dunlendings, but in return the Huscarls slaughtered twelve of the hated Rohirrim foes. Although disordered, the formations did not panic any further. Glói, the King's Champion, chopped down four of the Huscarls that had foolishly charged him, but he suffered a wound in return. In the woods, the Dwarves pushed the Phalanx back, having slain four Uruks for only two Dwarves lost in return.

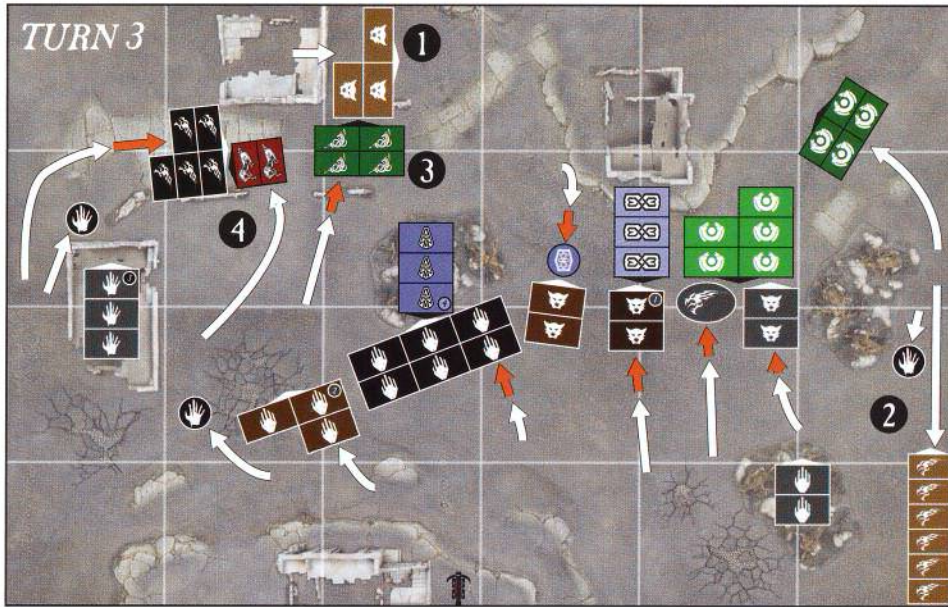
Finally, vengeance was claimed for Éomer, as the Royal Knights utterly crushed the Moria Goblins. The initial charge saw 17 Goblins slain for no Knights, and – with a timely expenditure of Might – the Royal Knights pulled off an Earthshaking Charge and finished the formation off.

Turn 3 started with Flói countering Terror once again, this time singling out the Cave Drake as his target. Jeremy's Wild

Down in One

Whilst any monster is an intimidating foe to face, the Cave Drake is particularly terrifying for it not only boasts a hefty profile but its Gaping Maw special rule allows it to literally eat Heroes for dinner. Whenever engaged in combat with a Hero, on a 4+ the Cave Drake calls a Heroic Duel. If it wins the duel (and with its Fight value of 6 and a +1 bonus for initiating the duel in the first place, it's more than likely), the enemy Hero is swallowed whole and removed from the table, which is exactly what happened to Grimbald this turn.





Annotations

- 1 The Wild Men of Dunland launch their ambush, appearing in the ruins behind the Rohan lines.
- 2 Jeremy moves his Wargs back, hoping to draw the Éored into an ambush by his Isengard Troll.
- 3 Andrew moves his Éored to attack the Wild Men, but opens them up to a rear charge by Sharku...
- 4 ...which is then blocked by the Royal Knights formation.

Men leapt from ambush, appearing from the ruins on Andrew's board edge to threaten the rear of the Rohirrim army.

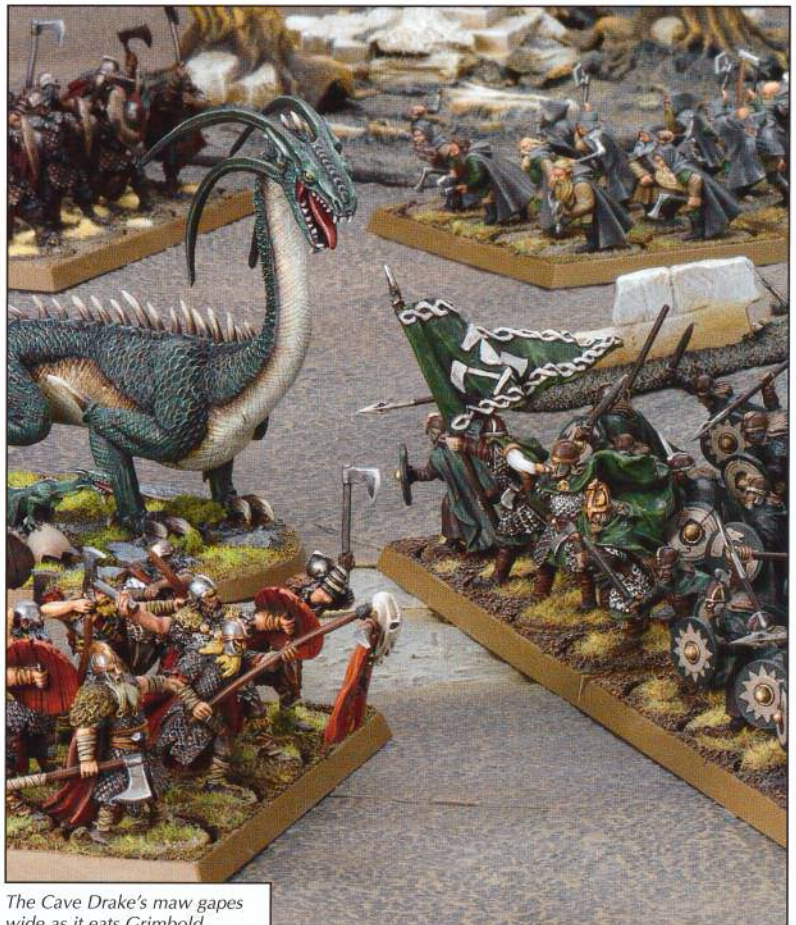
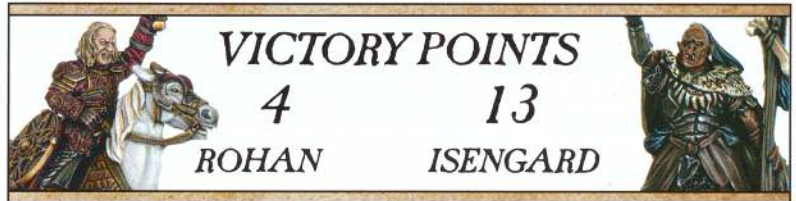
Andrew cunningly manoeuvred his formations, turning Brewulf's Éored to charge the Wild Men, and then preventing Sharku from charging them in the rear with the Royal Knights. The Wargs regrouped, moving back round the wood, freeing up the Éored to redeploy.

With the legions of Isengard closing, the brave warriors of Rohan let loose with their thrown weapons. The Helmingas slew five of the Huscarls, finishing off a company and driving them back 3", and the Rangers killed another one.

In the Charge phase Brewulf's Éored declared a Heroic Charge, unstoppably charging the Wild Men. The King's Champion did likewise, charging the Huscarls. Elsewhere the Phalanx charged the Dwarf Warriors, Sharku charged the Royal Knights and the Dunlendings clashed once more with the Helmingas and the Dwarves. Finally the Cave Drake charged into Grimbold's formation.

The Cave Drake started the Fight phase by swallowing Grimbold whole and then slaying five of his men. The Dunlendings slew another five, and in reply the Free Peoples could only kill one of the Huscarls and inflict a wound on the Drake.

Elsewhere the Dwarves slew eight Uruk-hai, suffering no casualties in return because of their mighty Defence of 9. The Phalanx remained steadfast, however. The Royal Knights killed none of Sharku's Raiders and were wiped out in return, which Jeremy capitalised on by rolling a 6 and launching an Earthshaking Charge into the Éored fighting the Wild Men. Unperturbed, the Éored slew thirteen Wild Men for none in reply, and Sharku and his Raiders only killed three Rohirrim.



The Cave Drake's maw gapes wide as it eats Grimbold.

The Areblow Falls

Turns 4-5



Sharku's Raiders charge the Éored after the Wild Men are driven off

The Loremaster

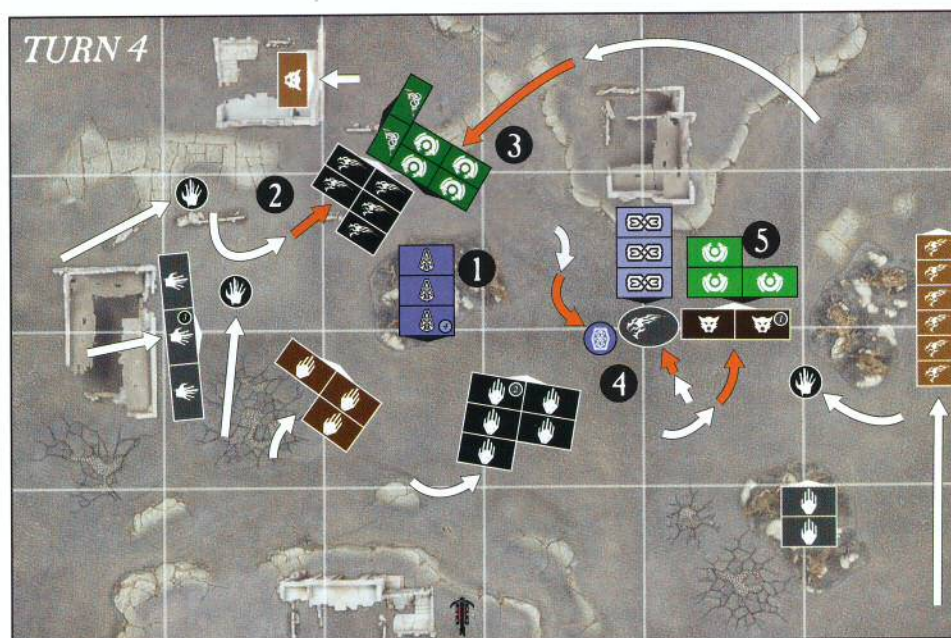
Flói's Loremaster ability allows him to cancel several different special rules, bringing an otherwise insurmountable opponent down a peg or two. Andrew used this effectively during the game, targeting the monster that most threatened his lines at any one time and negating their Terror.

Jeremy won priority, choosing to force Andrew to act first. Rising to the challenge, Andrew moved Éoral's Rider Éored At the Double! sweeping them around the rear of his army into the centre of the board, where they would be able to charge into the Isengard lines. After withdrawing last turn to (ineffectively) attempt to lure the Riders of Rohan into a crude trap, the Wargs moved back into position. Jeremy failed his At the Double! leaving the Wargs languishing alongside the woods once more. It was likely to be too late in the game for them to do anything, however, as time was drawing on and they had a long way left to move. The Wild Men of Dunland then failed to rally after being

disordered the turn before, so opted to withdraw into the ruin and out of harm's way as the Rohirrim thundered near.

Drûzhag cast *Nature's Wrath* on the Dwarves entrenched in the forest. Flói Stonehand attempted to resist the spell but failed. As much of the Dwarves' intractable nature came from the defensible terrain they inhabited, which *Nature's Wrath* ignores, Flói called an Epic Defence to raise the formation's Defence to 10. Three Dwarves fell to the thrashing boughs, but it could have been much worse.

The Dwarf Rangers and the Helmingas continued to pelt the Dunlendings with throwing spears and axes, felling another four Huscarls. In return the Ballista



Annotations

- 1 Drûzhag casts *Nature's Wrath* on the Dwarfs, killing three of the warriors.
- 2 Sharku and his Raiders charge into the Rider Éored.
- 3 Éoral's Rider Éored countercharge into Sharku's Raiders.
- 4 The King's Champion charges the Cave Drake, chopping it up in the ensuing fight.
- 5 The Helmingas finish off the last of Thydan's Huscarls.

slaughtered four of the Rangers and the Uruk-hai Scouts killed three Helmingas.

Both Thrydan Wolfsbane and Sharku spent a Might point to launch Heroic Charges – Sharku ploughed into Brewulf's Éored, but was then countercharged by the Riders of Eoral in return. Thrydan Wolfsbane and his formation of Dunlending Huscarls charged into Grimbold's Helmingas (of course, they were no longer led by Grimbold after his untimely end in the belly of the Cave Drake). Taking over from the Uruk-hai Phalanx, who had taken something of a battering trying to drive the Dwarves from the defensible terrain, Lurtz attempted to charge the Dwarf Warriors. Unfortunately for Jeremy he rolled a 2, which wasn't far enough and then managed to roll a 1 with the re-roll from his formation's banner. As if this wasn't bad enough, the Troll and the Phalanx both failed in turn to charge the defensible terrain as well, leaving the plucky formation of Dwarf Warriors unscathed and entrenched in the forest for another turn.

The Cave Drake charged the Dwarf Rangers, triggering Andrew's cunning plan. Having slain the last of the Huscarls last turn, Glói was sizing up a new trophy to deliver to his king in the form of the Cave Drake's over-sized head, but he would need more Might points to risk going up against the monster. To enable this, Flói Stonehand used his Epic Renewal to transfer one of his Might points to the Champion, who then charged the Cave Drake. The Champion stood the most chance of taking down the monster if the Cave Drake tried to use its Gaping Maw ability (triggered automatically on a roll of a 4+) which it duly did, allowing the Champion to engage it in a duel. The King's Champion excels at Heroic Duels, beating the Cave Drake's roll by two and inflicting a wound on the beast. The King's Champion then made his regular attacks and Andrew was forced to spend all of his remaining Might points to slay the ferocious beast by modifying his roll on the Hard to Kill table. He could have taken the chance that the Rangers would have slain the ferocious monster, but he didn't want to risk losing the opportunity to end its reign of terror.

Both of the Rider Éoreds fought Sharku with little success, only killing a single Warg Rider. The Warg Riders killed four of the Riders in return. Elsewhere Thrydan Wolfsbane and his Huscarls killed eight of the Helmingas, but in return Grimbold's vengeful comrades wiped the hated Dunlendings out and slew their chieftain.

Turn 5 saw Jeremy win priority once again (he had won priority for four of the five turns so far) and he forced Andrew to act first. All their foes dead, except for a Troll and the Wargs, the depleted unit of



The King's Champion charges into combat with the Cave Drake.

VICTORY POINTS	
8	17
ROHAN	ISENGARD

Helmingas moved to garrison the wood. As both sides had suffered vast amounts of casualties, there was little shooting to speak of. The Uruk-hai Scouts killed a Dwarf and the Helmingas killed a Warg.

In the Charge phase, Lurtz led his Uruk-hai into the woods whilst the Phalanx charged Glói and, in turn, was charged by the Dwarf Rangers. Sharku led his Warg Riders into combat against Eoral's Rider Éored.

Lurtz called a Heroic Duel with Loremaster Flói, winning by 3 and killing Flói along with five Dwarves. The Dwarves could only kill a single Uruk in reply and were driven from the woods.

The Troll only managed a single hit against the King's Champion and the fearsome Dwarf could only kill two Uruk-hai. The Rangers fared better, killing six Uruks, but the Phalanx replied by slaying the last of the Dwarves.

And with turn 5 at an end, the sun was setting over Middle-earth (and Nottingham) and we decided to draw the game to a close. Although Andrew had made a spirited comeback, the carnage wrought by Jeremy in the first turn saw him victorious.

NEXT GAME

With Andrew playing, defeat was always a distinct possibility – as I'm sure our esteemed editor will admit himself – but the scale of Jeremy's victory dealt an early blow to the hopes of the White Dwarf team. Of course, as Andrew is the editor, there's a limit to how much blame can be placed at his feet, in print at least. Defeat does put the pressure on Matt going in to the next game, as he needs to secure a win to keep the Dwarfers in with a chance. This will be no easy task, as he faces his gaming nemesis: Phil. So, the game is afoot. May the best Dwarf win!

WARHAMMER Game Two – Matt versus Phil

BATTLE FOR WITCHFATE TOR



Having worked on White Dwarf since late last century, Matt has become something of a hobby purist. Known for his vast collection of Space Marines and his uncompromising tastes as a collector, Matt is also an old hand at Warhammer. Just like his fellow Dwarf players all over the world, after years of playing slow-but-steady tactics Matt gets a buzz out of charging his units a full foot across the battlefield just for the hell of it.



Phil is fresh from his labours on the Dark Eldar Codex but don't let that deceive you into thinking his black heart only belongs to Commorragh. No, Phil is a dab hand at playing with any evil race, whether that's on the blasted heaths of the Warhammer world or in the far future. There have been rumours of dalliances with Space Wolves, but that's nothing but a ruse – always remember that beneath the charming smile, Phil is evil!

For game two, old enemies Phil and Matt will be duking it out over the Watchtower scenario, with Matt's Dwarfs facing Phil's Warriors of Chaos.

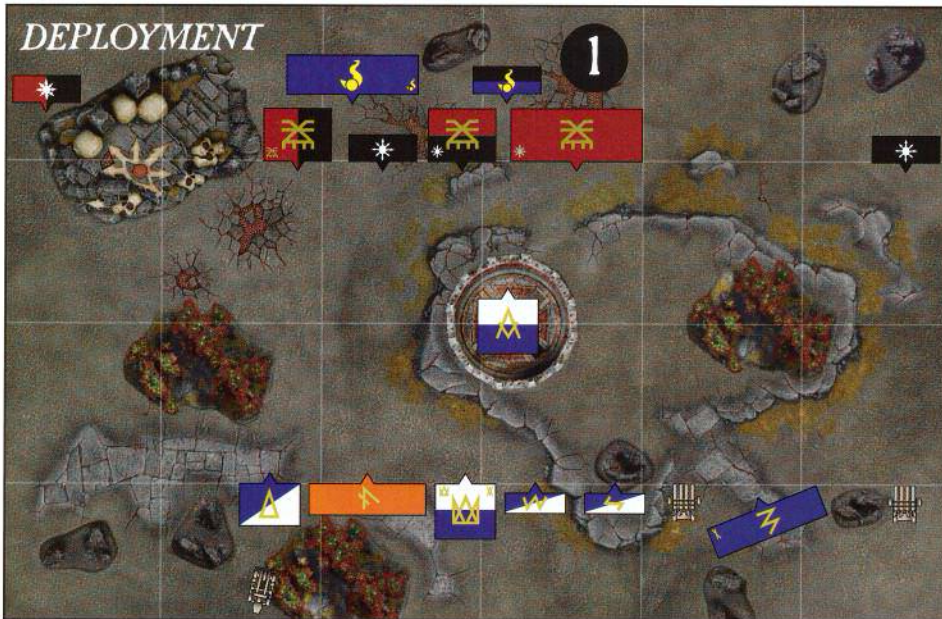
Matt won the roll-off to start the game in control of the tower. As much as he'd liked to have had his 25 Hammerers and Lord holding Witchfate Tor from the start, he made do with 20 Longbeards, as the scenario deployment rules are specific about the size of unit inside the tower – no more than twenty models.

The rest of the forces were then deployed – Phil set down his Chaos units along the northern edge (southwards seems to be their only direction of travel), with the Chaos Warriors of Khorne in the dead centre. Behind them were ten Chosen. Two hordes surrounded these key units; on the left were 40 Marauders and on the right were Chaos Warriors. Further to the west were the Chaos Knights and then the Marauder Horsemen, right on the periphery of the flank.

Matt deployed his Dwarfs in a solid battleline, along the southern edge. Organ Guns and Warriors in the east, the Hammerers, Lord and Battle Standard in the centre, and the Slayers and Quarrellers in the west.

3





Annotations

- 1 Behind the self-styled Bloodsword Elite are ten Toughness 5 Chosen, a capable reserve who are no doubt as eager as the Chaos Warriors in front to break open the tower.
- 2 Directing the large unit of Chaos Marauders is Khaelec Thunderchild, Sorcerer Lord.
- 3 On the right flank the Scions of Darkness, a retinue of 30 Chaos Warriors, deploy along with their Lord, Kraxis Bloodfist.
- 4 The Dwarf Organ Gun battery known as 'Dragon's Breath' by their faithful crew, spreads out to guard the eastern flank.



CLAN BURLOKSSON

LORD



Morek Burloksson
Dwarf Lord with gromril armour with Rune of Stone, shield, rune hammer with 2 Runes of Fury, Rune of Might and runic ring with Master Rune of Spite.

273 points

HEROES



Thane Borri Burloksson
Thane with Battle Standard with Master Rune of Valaya and Rune of Guarding.

220 points



Durlir
Runesmith with great weapon, runic ring with Master Rune of Challenge and 2 Runes of Spellbreaking.

149 points

CORE



Clan Burloksson Longbeards

20 Longbeards with shields, great weapons, musician, standard bearer and Veteran.

305 points



Morek's Kinsmen

32 Warriors with shields, musician, standard bearer and Veteran.

313 points



Dragon Belchers

2 x 10 Thunderers with musician and Veteran.

310 points



Finn's Dead-eye Shots

20 Quarrellers with shields, great weapons, musician, standard bearer and Veteran.

305 points

SPECIAL



Skolli's Doomseekers

30 Slayers with standard Bearer, musician and 2 Giant Slayers.

378 points



Morek's Hearthguard

25 Hammerers with shields, great weapons, musician, standard bearer with Rune of Battle and Gate Keeper.

380 points



Grudge of Drog

Grudge Thrower with Rune of Penetrating and Engineer with handgun.

125 points

RARE

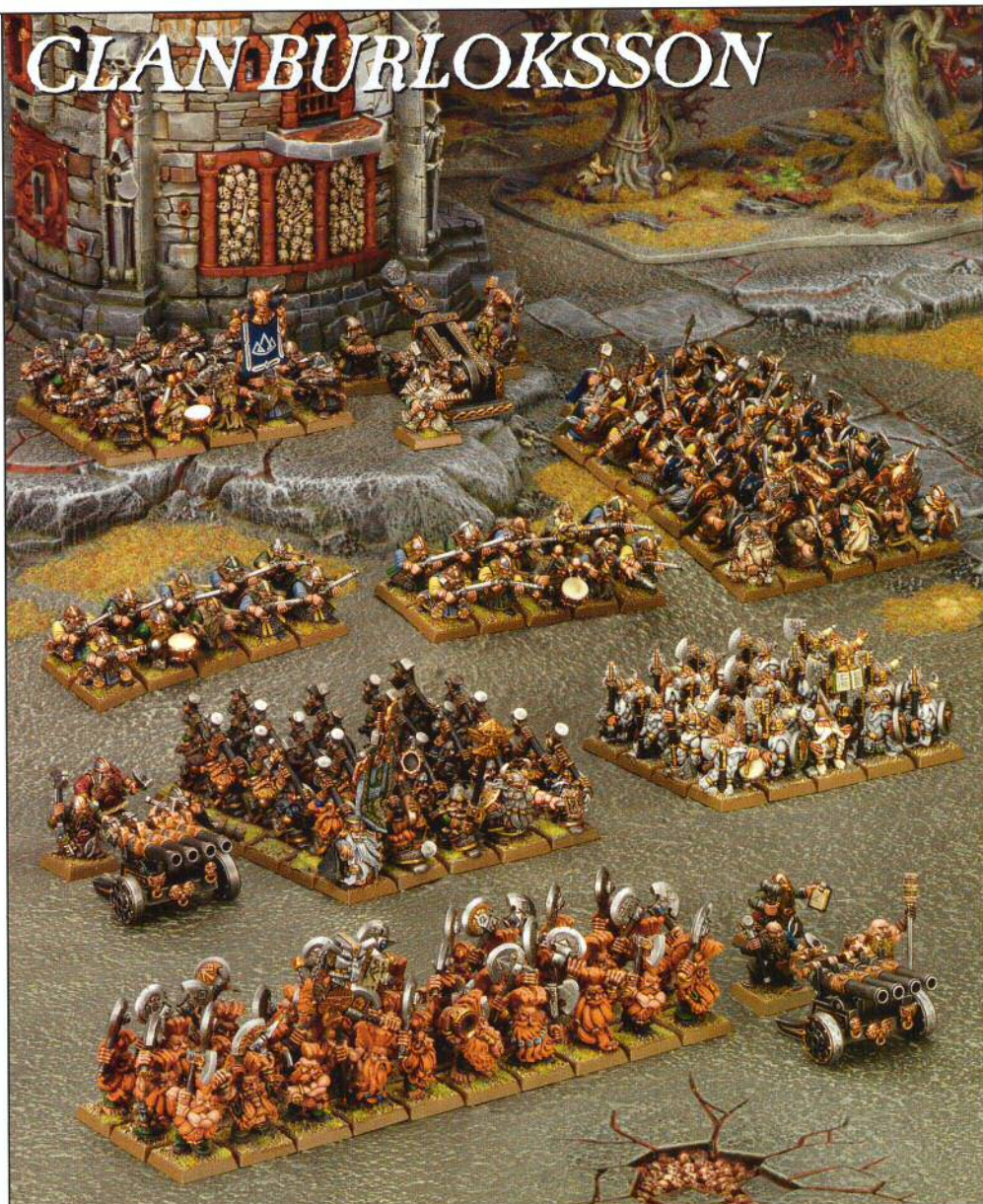


Dragon's Breath

2 x Organ Gun

240 points

TOTAL 2998 points



Matt: I've become somewhat of a Dwarf addict in recent months. Whether it's my mighty throng rampaging across the tabletops of the Studio gaming area or my Slayer taking on all comers in Warhammer: Age of Reckoning, I just can't seem to get away from the dour grudgebearers.

Phil and I both decided which scenario to play before we picked our armies, as we really wanted to use Witchfate Tor in our game. In hindsight, though, I probably would have taken this same army no matter the scenario.

Central to the army of Clan Burloksson is the large unit of 25 Hammerers led by both the Dwarf Lord and the Battle Standard Bearer. As the unit is Stubborn and has a Leadership 10 with a re-roll, I knew that if I could get this unit into the tower it will be nigh on impossible for Phil to budge them.

I also knew that if Phil could get one of his Chaos Warrior units into the tower I would also be hard pushed to knock them out, especially in hand-to-hand combat. Organ Guns are ideal for this as their high Strength would give little possibility of the Chaos Warriors making their saving throws plus they do not roll to hit. To back them up there are also two regiments of Thunderers and a large block of Quarrellers.

Having played Phil on numerous occasions I know he likes to take lots of magic. Luckily this is a Dwarf army so I have plenty of anti-magic runes to turn to. Central to my plan is the Master Rune of Valaya, which adds +2 to all my dispel attempts, giving me +4 in total, the equivalent of having a Level 4 Wizard. Finally I have added Runesmith Durlir, who has two Runes of Spellbreaking for extra protection.

BLOOD AND THUNDER



Phil: Now this is what I call a plum job: I get to choose a 3000-point army from the entirety of the Studio Warhammer army collection. After much indecision I plumped for a Warriors of Chaos army, because I've always liked the relentless style in which it hunts down its enemies.


Simply put, Chaos Warriors kick ass in Warhammer. Each one of my Khorne-worshipping psychos, for instance, has at least 4 Strength 4 Attacks. Chaos Knights of Khorne are every bit as hardcore. No matter which army Matt chooses, my big cavalry unit's gonna stomp a gory trail through his lines. The other unit I was really excited about was the Chosen; super-elite Chaos Warriors that can carve apart anything in their path.

The Mark of Tzeentch is also a great bet, too. With points to spare, I took a horde of Warriors of Tzeentch, intending to

lead them with either my Tzeentchian Chaos Lord or my Battle Standard Bearer. Whilst we're on the topic of characters, it's about time I introduced my Wizard: Khalec Thunderchild, a devotee of the Great Architect who studies the tricky Lore of Shadow. I find a well-placed hex can turn a fair fight into a rout, allowing my many Chaos Warriors to stack the odds even further in their favour.

To round out my force, I picked a horde of footslogging Marauders backed up by a unit of Marauder Horsemen and some throwaway Chaos Warhound units to deal with any enemy war machines. It's not a subtle force by any means, but I always did like the brute force approach. In fact, I intend to march straight up the middle of the table and hex my way to victory when the combats kick off. Simple – now, on with the show!

LORDS

 **Kraxis Bloodfist**
Lord of Chaos with Mark of Tzeentch, Obsidian Blade, Talisman of Preservation and Enchanted Shield.

330 points


 **Khalec Thunderchild**
Level 4 Sorcerer Lord with Luckstone.

275 points

HEROES


 **Octovos Drakk**
Exalted Hero with Mark of Khorne, Chaos Runeshield mounted on a Juggernaut of Khorne.

225 points


 **Ghalkis Claw**
Exalted Hero with shield, Battle Standard with War Banner.

165 points

CORE

 **The Goreflails**
40 Marauders with Mark of Khorne, flails, musician, standard bearer and Marauder Chieftain.

250 points

 **The Bleak Brethren**
5 Marauder Horsemen with throwing axes, musician, standard bearer and Marauder Chieftain.


105 points

 **The Gnashpack**
5 Chaos Warhounds.


30 points

 **The Growlhounds**
5 Chaos Warhounds.

30 points

 **The Scions of Darkness**
30 Chaos Warriors with Mark of Tzeentch, shields, musician, standard bearer and champion.

530 points


 **The Bloodsword Elite**
15 Chaos Warriors with Mark of Khorne, additional hand weapons, musician, standard bearer and Champion.

300 points

SPECIAL

 **The Sons of Skarbrand**
8 Chaos Knights with Mark of Khorne, lances, musician, standard bearer and Knight Champion.

440 points

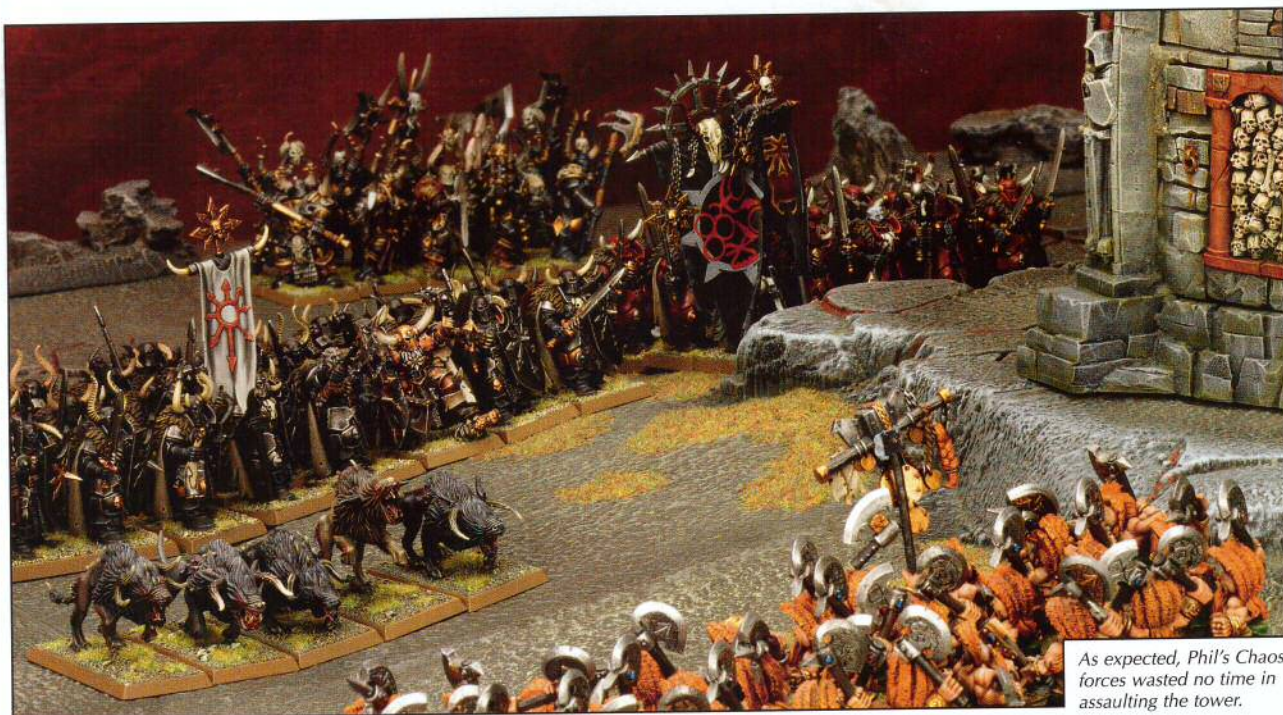
 **The Anointed Blades**
10 Chosen with Mark of Tzeentch, great weapons, musician, standard bearer with Banner of Rage, Chosen Champion with Favour of the Gods.

310 points

TOTAL 2990 points

Take the Tower

Turns 1-2



As expected, Phil's Chaos forces wasted no time in assaulting the tower.

Magic or Shooting?

The debate of which is better – magic or shooting – raged around the table this game. Matt unsurprisingly defaulted to shooting, and the argument seemed to be with him in these early stages, as not only was he preventing Phil's sorcery but Dwarf shooting was proving to be very reliable. Of course, magic is fickle and if the winds blew strong then Matt could find his staunch magical defences lying in tatters.



With the Dwarfs in the tower, Phil automatically got the first turn and set about a decisive early thrust characteristic of both his playstyle and the Chaos army in general. The Bloodsword Elite charged into the base of the tower. The rest of Phil's army marched southwards; the Warhounds in the west formed a screening unit for the advancing might of the Chaos Warrior horde and the Sons of Skarbrand. Thanks to the Vanguard rule, it was the Bleak Brethren that advanced furthest; within a single turn they had encroached into the Dwarf deployment zone and were positioned to charge the Grudge Thrower.

The Winds of Magic blew low; Khaelec could only manage to cast *Pit of Shades*, which was promptly dispelled with a Rune of Spellbreaking. With no shooting, it was straight into the Close Combat phase. The Khornate Chaos Warriors slew seven grumbling Longbeards – including the unit champion in a challenge – for the loss of only one of their own. However, as the Longbeards were steadfast whilst entrenched in the tower they clearly weren't going anywhere in a hurry.

The Dwarfs' first turn was more cautious. Matt moved his battleline to compensate for the Chaos advance; the Slayers, however, had other ideas, declaring a charge against the Warhounds, who immediately fled. The Slayers attempted to re-direct the charge into the Chaos Knights but the distance proved too

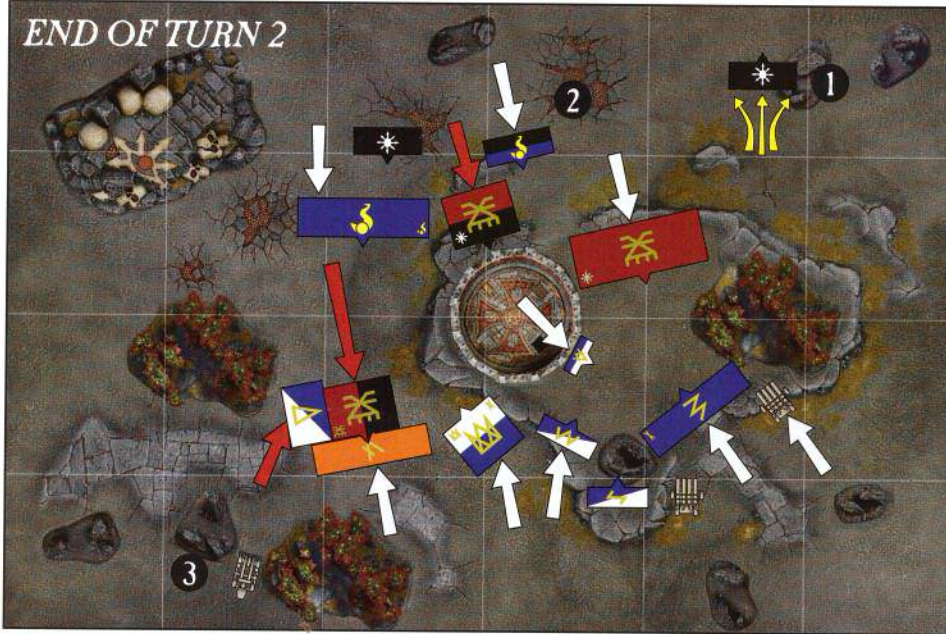
far for their short legs. Of course there was no magic, so Matt went straight into shooting. The Grudge Thrower managed to get a bead on the Bleak Brethren and slew three of their number. The Dragon Belchers regiment of Thunderers and an Organ Gun then fired into the Marauder horde, wounding seven.

Phil started his second turn with more charges. He assailed the tower with the Bloodsword Elite again, and his Chaos Knights stormed across the board to smash into the horde of Slayers. The two Marauder Horsemen charged through dangerous terrain to engage the Grudge Thrower but one was brought down by the boulders, leaving just a lone horseman to fight a miffed Engineer and his crew.

On the other side of the battlefield, the Grownhounds tried to enter what turned out to be a Wildwood. The malicious trees struck out, killing three Warhounds and sending the two surviving creatures fleeing from the battle.

The Dwarfs stymied Phil's Magic phase and so it was straight into the combat. The Chaos Warriors killed 10 Longbeards in the tower but still they refused to shift. Further west, the Engineer crewing the Grudge Thrower cut down the last Marauder Horseman. The Chaos Knights proved their worth by killing 10 of the doom-seeking Dwarfs, including the Dragon Slayer. The Troll Slayers struck back, but the Chaos armour proved resilient to their axe blows and only one was brought low.

END OF TURN 2



Annotations

- 1** In the east, the Chaos Warhounds run into the wood, which proves to be a mistake as the trees strike out, killing three hounds. The pack turn and run northwards, not stopping until they leave the board.
- 2** The Chosen advance towards the tower, ready to assault it should the Bloodsworn Elite fail.
- 3** The Grudge Thrower crew make short work of the horseman that charged them.

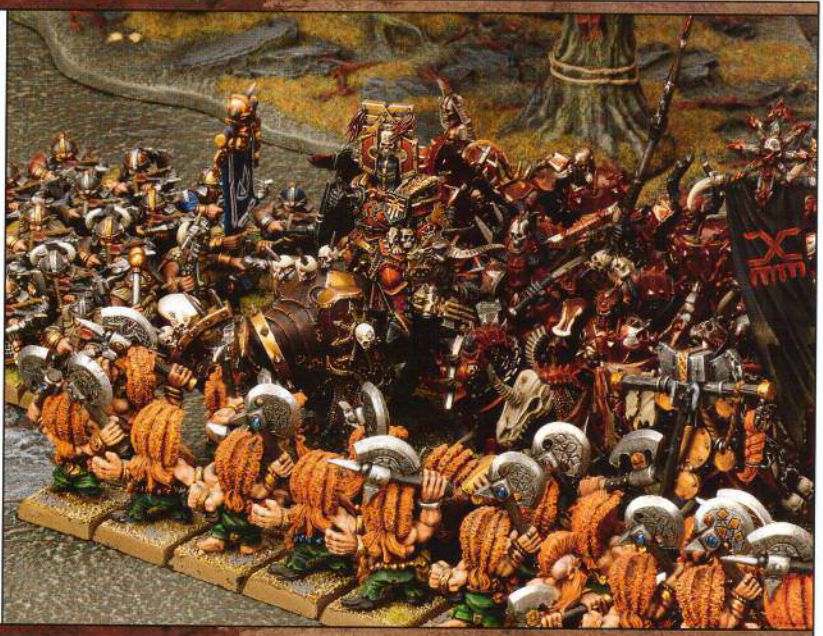
In Matt's second turn the Quarrellers put down their crossbows and hefted their great weapons as they charged into the flank of the Chaos Knights. The Dwarf Warrior horde crested the hill, and the Hammerers arrived at the base of the tower. Interestingly, Matt decided that rather than keep the last three Longbeards in the tower, he'd move them out. It was a risky ploy as this left Witchfate Tor vacant and, with the Chaos turn next, Phil could stroll one of his units inside uncontested. However, Matt was a Dwarf through and through and didn't want to sell any of his warriors' lives cheaply. And, in any case, he had a plan for when Phil's warriors occupied the tower.

Matt's second turn of shooting was as effective as last time. The Organ Gun in the centre of the east flank fired and slew five of the Bloodsworn Elite. Denied any targets, the weapon in the far east once again sacrificed shooting to move, it had lost two turns of firing but was now in a good position to see most of the east flank and, crucially, see the tower. The Thunderers that had remained stationary shot down five more Marauders, shrinking the Goreflails' horde with every salvo. The Grudge Thrower targeted the Chaos Warrior horde but the template scattered, and so only one was slain. With shooting done, that only left combat, and the small matter of the Chaos Knights (see below).

“In Matt's second turn the Quarrellers put down their crossbows and hefted their great weapons as they charged into the flank of the Chaos Knights.”

The Sons of Skarbrand

When the ranks of the Quarrellers hit the Chaos Knights in the side during Turn 2, what had been a grinding war of attrition turned into a more intense and desperate melee. What's more, now the Chaos Knights were bereft of their initial Strength bonus, could their sheer amount of attacks and thick armour compensate for the Dwarfen axes they were facing? Octovas Drakk, the Exalted Hero leading the Chaos Knights, called out a challenge and promptly slew a Giant Slayer. His retinue continued the slaughter, by wounding five Slayers and two Quarrellers. The Dwarfs hit back with a flurry of attacks but only the great weapon of one of the Quarrellers could pierce the armour, downing a single knight and ending the combat in a stalemate.



Hammer and Shot

Turns 3-4

Annotations

- 1 In Chaos Turn 3 the Winds of Magic blow low once again, but nevertheless Phil manages to cast *Okkam's Mindrazor* on the Marauder horde. This means they use their Leadership of 7, not their Strength, when rolling to wound!
- 2 With Chaos forces fleeing at the end of Turn 3, Phil starts the fourth by rallying the Goreflails and the Scions of Darkness.
- 3 Phil sends the Bloodsword Elite against the Hammerers by the tower. The Dwarfs, accompanied by their Lord and Battle Standard Bearer prove too powerful and so the Chaos Warriors flee. The Hammerers wisely don't pursue, and in their turn they move into the tower vacated in Turn 3.
- 4 The Chaos Sorcerer successfully casts *Pit of Shades* on Morek's Kinsmen. Seven Dwarf Warriors are lost in the vortex of horrors. Phil then uses the Smoke and Mirrors lore attribute to swap the Chaos Lord's current position with that of his Wizard.
- 5 The Sons of Skarbrand continue to maul the Dwarf units over the two Combat phases of Turn 4. In the Chaos turn, the Slayers resolutely stay where they are but the Quarrellers lose their nerve and flee. In the following combat phase the Knights are finally free as they kill every last Slayer.

With the tower now vacant, Phil seized on the opportunity and moved the Chaos Warrior horde, the Scions of Darkness, inside. But, before he could do that, there were charges to issue, and so in the east the Goreflails, having tired as the targets for the Thunderers, slammed into Morek's Kinsmen – it was going to be a horde vs. horde fight!

With little magic (see the sidebar) and no shooting it was straight to the combat phase. The Chaos Knights fought the Slayers and Quarrellers to a stand still – but two of their number were unhorsed in the process. The large combat in the east was a bloody affair. Infused with Shadow Magic, the Marauders struck the Dwarfs, not with their flails but with the phantasmal power of their minds, and so used their Leadership instead of Strength to wound, killing seven. The Dwarfs were undaunted and killed five Marauders in return. The Wizard and Runesmith fought each other, Khaelec Thunderchild proved stronger – severing Durlir's venerable head from his body. The Dwarfs lost the fight by 6, but with their Lord close by, casting a stern gaze over them, they stayed put.

The Dwarfs started their third turn with some charges of their own. The three surviving Longbeards and the Dragon Belchers both charged into the unfolding

melee in the east to aid their Warrior brethren. Surprisingly, even though they were next to the occupied tower, the Hammerers didn't charge it; Matt had another idea to shift the 29 Chaos Warriors within stone walls.

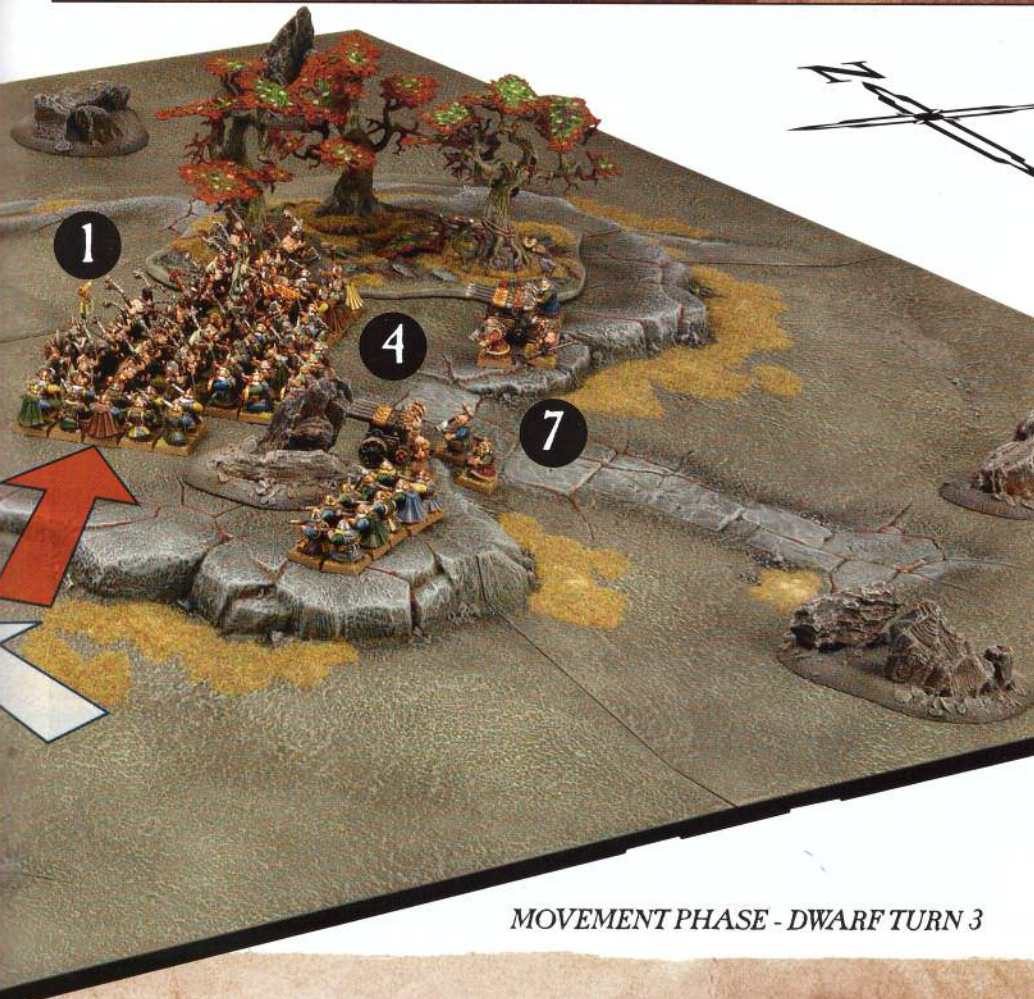
The Grudge Thrower scattered wildly as the Shooting phase began, but then it was time for the Organ Guns, both of which turned to target Witchfate Tor.

In combat the large fight in the east was won by the Dwarfs, the extra reinforcements tipping the balance in their favour. The Marauders fled, outrunning the Dwarfs to hopefully rally in the next phase. On the other side of the tower the Chaos Knights continued to churn through the Slayers but the Dwarfen foes refused to flee, even as the Exalted Hero and his Juggernaut mount tore through seven Quarrellers. The Dwarfs hit back but couldn't fell a single Chaos Knight.



Bang Go The Guns

So far Matt had only been able to fire one of his Organ Guns, as he had been moving them into firing positions ready to pile firepower into the tower should the Longbeards fail to hold off the assaulting Chaos Warriors. However, when the Scions of Darkness entered the tower, the gunnery crews of both machines eagerly turned their contraptions toward the building. Matt rolled handsomely for both of his Organ Guns with the artillery dice and, as the cannonballs piled into the arcane tower, Phil lost nine models. He tested for panic and failed his test even with the re-roll! The Chaos Warriors fled out of the tower – Matt's gambit of using black powder over muscle had paid off.



- 6 The Grudge Thrower targets the Scions of Darkness but misfires and is unable to fire either this turn or next turn.
- 7 In a devastating fusillade, the Organ Guns and Thunderers target the surviving Goreflails and slay all but the Chaos Lord – who had only recently 'swapped' his battlefield position with the Sorcerer.
- 8 After fleeing in the Chaos turn, the Quarrellers rally at the start of Dwarf Turn 4.

MOVEMENT PHASE - DWARF TURN 3

The Final Assault

Turns 5-8

Clash of Lords

In Turn 6 the climactic fight between the two Lords began. Kraxis Bloodfist was striking with his Leadership of 9 instead of his normal Strength as *Okkam's Razor* was in effect. He stuck at Morek hitting hard, but the canny Dwarf Lord was wearing an ancient charm engraved with the Master Rune of Spite. This would all be for nothing if Matt failed to make his 4+ ward save three times, but he promptly did. Morek struck back and wounded the Chaos Lord twice. In the following turn Morek hefted his hammer and prepared to face Kraxis once more – could White Dwarf have this game in the bag?



The Watchtower scenario has a random game length with the potential for it to end as early as Turn 4 or continue for as long as nine turns – you roll the dice and add the turn number, if it is ten or more the game ends. The dice was rolled at the end of Turn 4 but wasn't a 6, which meant the battle would continue. This was a blow for Matt as his Hammerers were occupying the tower and so he would have won. However, Phil knew the clock was now counting down, as the following turns progressed the game was more likely to end, and he still had to shift two powerful Dwarf characters and a unit of Hammerers from Witchfate Tor to stand any chance of winning.

With this firmly in mind, the Chosen stepped forward and charged into the tower. The Chaos Lord charged over the brow of the hill into the three Longbeards. The Sons of Skarbrand, now free of the Slayers, declared a lengthy charge across the south side of the table and into the flank of the Thunderers, while the Chaos Warhounds charged through the western woods and into the side of the recently rallied Quarrellers. The Winds of Magic blew stronger this turn, allowing Phil to cast *Enfeeble* on the Hammerers – crucially knocking two points off their Strength – and causing one of the Thunderers to fall into a *Pit of Shades*.

In the Combat phase, the Warhounds triumphed over the Quarrellers, but the Dwarfs refused to flee twice in the same day. The Chaos Lord smashed aside the Longbeards and then overran into the

Thunderers killing a further two Dwarfs. The Chaos Knights then slew six more. The unit of Thunderers broke and ran but were mercilessly run down, as both Kraxis and the Knights ploughed into the side of the Morek's Kinsmen.

At Witchfate Tor, the Chosen attacked the Hammerers who had to contend with the -2 Strength penalty from the *Enfeeble* spell. Nevertheless, the Dwarf Lord struck down two Toughness 5 Chosen, however, they hit back killing eleven noble Dwarfs, including the unit champion. The Anointed Blades had easily won, but Matt's unit was steadfast for being in the building and was using a Dwarf Lord's Leadership of 10 with a Battle Standard re-roll. The Dwarfs were not going anywhere in a hurry!

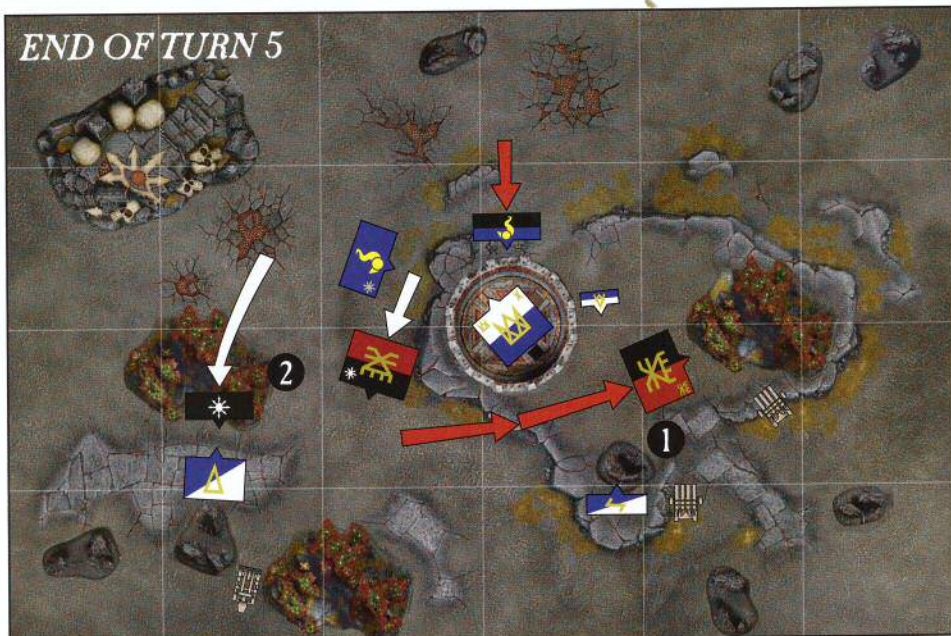
After the desperate cut and thrust of the Chaos turn, Matt's was more about preparing for the next assault. For a start there was no movement or magic. When it came to the Shooting phase, one of the Organ Guns could just about see the Chosen and fired, managing to get an impressive 10 hits. The Anointed Blades' high Toughness meant that only one of their number was felled by the Dwarfs' black powder, however.

When the Combat phase came round the Warhounds and Quarrellers fought again, with the Chaos dogs winning the round, although rather than fleeing, the Dwarfs passed an additional test to make a combat reform and face their foes. Morek's Kinsmen were not so lucky – they were wiped out by the combined might of the Chaos Lord and the Chaos Knights. A dice

Annotations

- 1 The Chaos Knights charge across the battlefield, hitting the flank of the Thunderers. The Dwarfs don't stand a chance as the Knights overrun into Morek's Kinsmen, who are also destroyed.
- 2 The Chaos Warhounds make their way through the woods in the west.

END OF TURN 5



As the Chosen charge the watchtower, Phil is hopeful that these mighty warriors will be the ones to shift the Dwarf Lord and his loyal retinue.



was then rolled to see if the game ended, but it came up short once again and so the battle continued.

For the sixth turn Phil had the Chaos Knights enact revenge on one of the Organ Guns, taking a none-too secret joy as the cavalry bore vengefully down on the war machine. At the tower, Phil committed the Scions of Darkness instead of the Chosen, hoping their numbers would prove the deciding factor. He further increased the odds by casting *Okkam's Mindrazor* on the unit, in effect giving them all a Strength of 8. He also used the successful spell casting to swap his Chaos Lord – who was stood on his own facing an inevitable barrage of shots from the unengaged Organ Gun and Thunderers – with the Chaos Sorcerer, propelling Bloodfist into combat with the Hammerers. Of course, this meant Khaelec was now standing in front of the guns, but Phil thought the risk was worth taking.

In combat, Kraxis Bloodfist shouted out a challenge that was bravely accepted by Morek Burloksson. The two Lords clashed in the doorway of Witchfate Tor, fighting for the tower and victory. Around them the Chaos Warriors fought the Hammerers and killed nine brave Dwarfs due to *Okkam's Mindrazor*, but still they refused to surrender the tower.

In the Dwarfs' sixth turn the Chaos Sorcerer was cut down by black powder fire as expected – there would be no more magic in this battle. The Grudge Thrower was back in action but proved as inaccurate as earlier. In the west, the Quarrellers beat the Chaos Warhounds and

ran them down through the woods. The all-important game-ending dice was rolled and came up with a one. The battle would go on for at least another turn.

As the scattered Chaos regiments around the battlefield started to home in and wipe out the remaining Dwarf units, all eyes were on the central fight. The last few Dwarfs, including the Dwarf Lord and Battle Standard Bearer, fought bravely on even as the last Hammerer died. Turn 7 came and went and, yes, the dice did still not roll high enough to finish the battle. In Turn 8 Phil sent his Battle Standard Bearer in to try to slay the Dwarf Lord once and for all, and did actually manage to wound his bearded adversary, but that was about all he could manage before the dice finally rolled higher than a two and the game drew to a close.



The Dwarf Lord, Morek Burloksson, showed true might and unyielding will. No matter what the Chaos army threw at him, he simply refused to die, keeping the watchtower in Dwarf hands.

(WHITE) DWARF VICTORY

Well, that was very close. With Andrew's loss the White Dwarf team needed a win to stay in the competition. Matt managed to pull it off, thanks to his Dwarfs being inside the tower as the game ended. It was an extremely close run thing though. With the Hammerers in the tower from Turn 4, Matt would have been quite happy for the game to end then and there. Instead it went on, and on, and on – for four extra turns. In the end, the Rune of Spite won it for Matt and White Dwarf.

So, as our eyes turn to the last battle it's one game apiece. The third and final challenge is 40K. Playing for White Dwarf are Adam Troke's Necrons and in the opposite corner is Robin Cruddace and his Imperial Guard... FIGHT!

Game Three – Adam versus Robin

AMBUSH AT PRAEDIS-ZETA



Adam Troke may appear to be a thoroughly smashing fellow, and he certainly acts as if butter wouldn't melt in his mouth, but don't let that fool you. Behind that façade beats the heart of a merciless general. The Lord of the Rings, Warhammer or Warhammer 40,000 Adam cares not, he'll take on all comers with a friendly cheer and then crush them into the floor beneath an iron-shod heel. You have been warned.



Boy genius Robin Cruddace is the project of a secret experiment to produce the ultimate repository of wisdom. Aged ten he was abducted by aliens and taken on an intergalactic voyage, where he learned the secrets of the cosmos and unravelled the mysteries of time and space. Now, centuries later he has returned to earth, his new mission to write the ultimate codex (*right now I'm regretting asking Adam to write this bio – Ed*).

Battle Mission: Ambush

In the Ambush scenario the defending player deploys his entire army in a long central column, within 6" of the central line. The Necrons then deploy anywhere further than 12" from the centre line of the board. The Necron army also gets to take the first turn. The winner is the player who scores the most kill points during the game.

On paper, this scenario appears to heavily favour the Necrons, however if the defenders can steal the initiative (on a roll of 1-3), then they have the opportunity to reverse their predicament and launch a counter attack capable of completely decimating the Necrons at close range.



Adam: And so at last it falls to the battle between Robin and me. Glory and defeat lie hanging in the balance. The first two games have given a victory each to White Dwarf and the games developers, and there was a rising sense of pressure from both teams to ensure a clean victory (Robin put it best when he observed that 'the loser could look forward to shaving his head down to a mohawk and dying it orange').

To ensure a tactical treat that was something out of the ordinary, it was recommended to us that we might like to fight out a scenario from the Battle Missions supplement. Written by Jervis Johnson, Battle Missions contains dozens of scenarios all tailored to reflect the styles of fighting of the armies of Warhammer 40,000. Both Robin and I were quietly excited at the idea so we used the Random Method to determine which scenario we should play. Basically this involves rolling a D6, with the three Imperial Guard missions composing 1-3 and the Necron results 4-6.

Perhaps it was cruel, but I was a little excited to see that the result brought up the Ambush Mission – a Necron scenario that brilliantly captures that sense of imminent danger as the Necrons spring a deadly trap upon a passing foe.

Robin, unphased that he was about to be involved in an ambush (and as part of a competitive game to boot), rose to the challenge admirably and began to deploy his force. Essentially the Imperial Guard had to set up in a narrow convoy running the length of the board, all models within 6" of the centre line.

Robin approached the situation as an entertaining exercise in roleplay, creating what looked like a bustling Imperial Guard convoy (even going so far as to hum a very martial tune as he did so). His philosophy was to create a column of warriors that 'looked right', and then let the dice gods decide the rest.

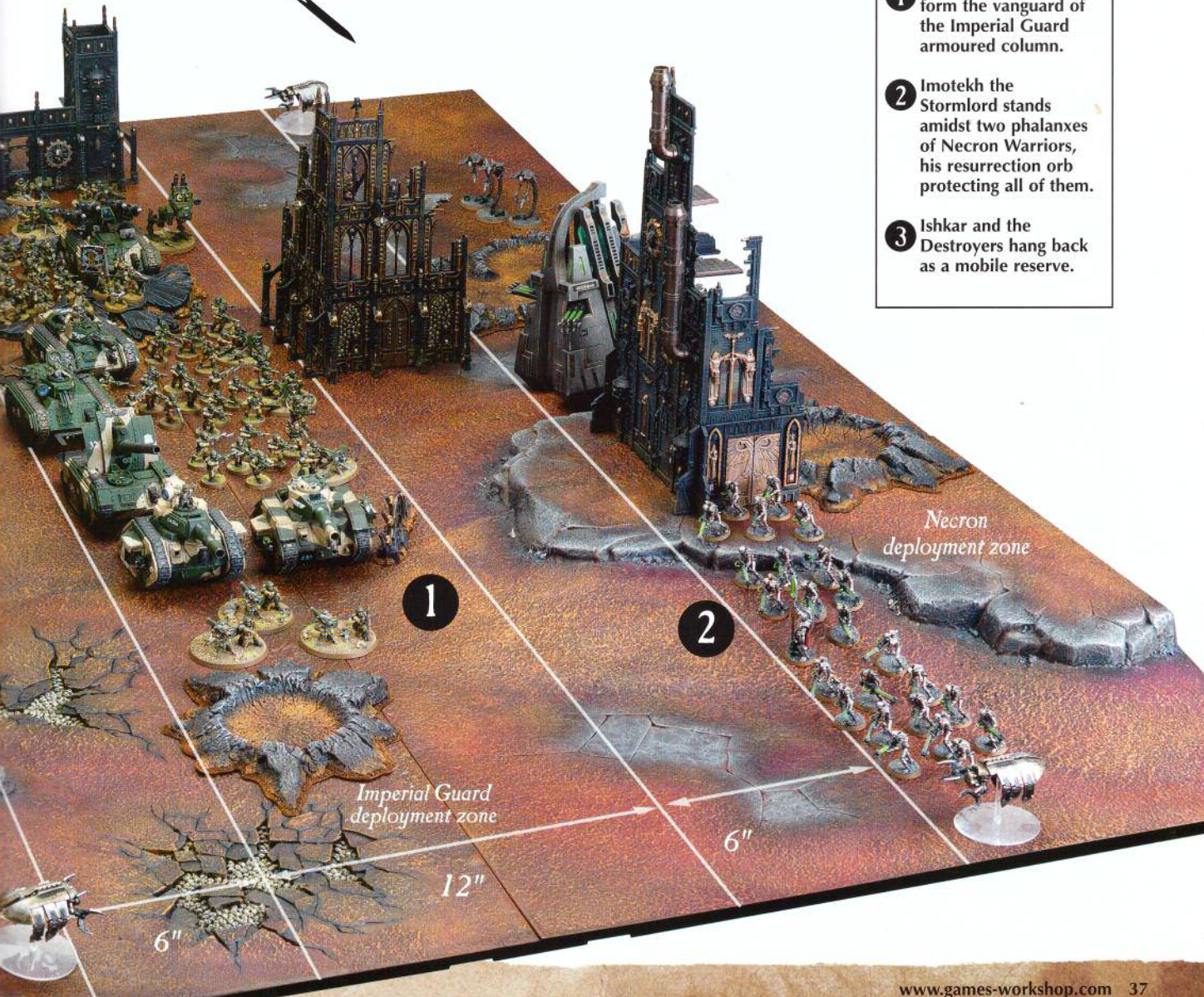
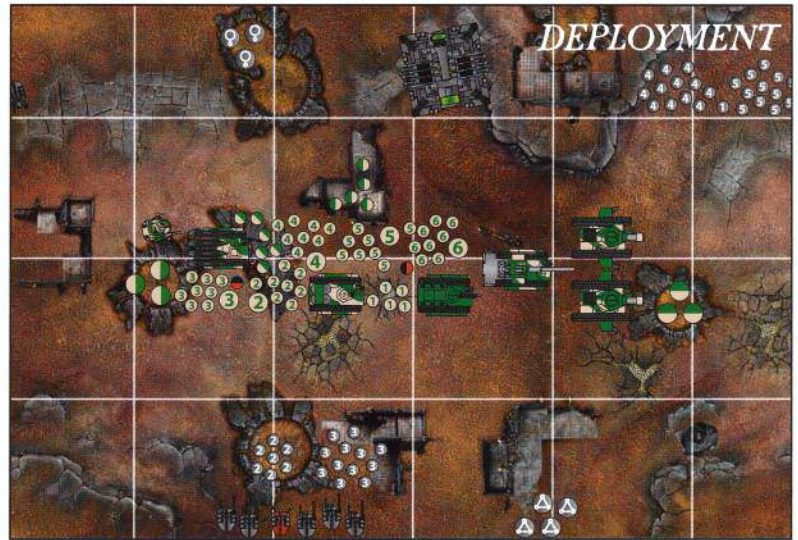
So, Robin opted for a vanguard and rearguard of Heavy Weapons Squads, which was supported by a column of heavily armoured Imperial tanks. He decided to use the hulls of the tanks to form a screen of sorts, effectively preventing me from deploying my entire force on one side. He also made use of a large set of craters at the rear, which would benefit his Guardsmen greatly when the gauss beams started flying.

With Robin's army deployed, I had to spring my ambush. Knowing that the scenario was won and lost via kill points I opted for a split formation, effectively



destroying a large part of my perceived tactical advantage, since Necrons are often better if they can stay together. My Monolith would be nice and central so that I could use the gauss arc flux matrix to zap loads of enemies if the chance came up. My Tomb Spyders, Scarabs and Wraiths would form my safety net, preventing the Imperial Guard from breaking out while my Warriors, Immortals and Destroyers on the west flank and two units of Warriors with the Monolith in the east squeezed the life out of the poor Guardsmen.

With both of our armies deployed, all that remained was to make the all-important roll for first turn.



Annotations

- 1** The Knights of Cadia form the vanguard of the Imperial Guard armoured column.
- 2** Imotekh the Stormlord stands amidst two phalanxes of Necron Warriors, his resurrection orb protecting all of them.
- 3** Ishkar and the Destroyers hang back as a mobile reserve.

HQ

- ① **Imotekh, The Stormlord**
Necron Lord with resurrection orb and warscythe.
150 points

-  **Ishkar, The Master of Air**
Necron Lord with resurrection orb, warscythe and Destroyer body.
180 points

Elite

- ② **Imotekh's Immortals**
7 Necron Immortals
196 points

Troops

- ③ **First Phalanx**
12 Necron Warriors
216 points

- ④ **Second Phalanx**
12 Necron Warriors
216 points

- ⑤ **Third Phalanx**
12 Necron Warriors
216 points


Fast Attack

-  **Ishkar's Destroyers**
5 Destroyers
250 points

-  **The Shadow Reavers**
3 Wraiths
123 points

-  **Scarab Alpha-8**
4 Scarab Swarms
48 points

Heavy Support

-  **Tomb Monitors**
3 Tomb Spyders
165 points

-  **The Monolith of Ages**
235 points

TOTAL 1995 points



THE HOST OF THE STORMLORD



Adam: Glory and defeat hang in the balance – the White Dwarf crew have made it very clear that I should come back with my shield or on it.

For the battle I chose to go with the Necrons – a Warhammer 40,000 army that I have used a fair amount in the past. My reasoning was that Robin had never seen me use them, so he might well expect me to use a different army. Any advantage, eh? When I play with Necrons I always use two Necron Lords – one to accompany the ground-pounding Necron Warriors and the other to swoop about with the Destroyers (how I love the Destroyers). This battle report will be no different, however at 2000 points I can include a Monolith, an indulgence that I normally do without. Scenario notwithstanding, my plan is to field a concentrated force of Necron Warriors with a Necron Lord at its heart. The three units will be separated by the

Tomb Spyders, who could react if Robin launched any kind of assault (I'm going for choppy Tomb Spyders for this reason). The Immortals and Monolith will act as my safety net; I'll use them to offer a whole lot of firepower where the need was most pressing. Meanwhile my Lord on Destroyer body, the five Destroyers and the Wraiths will swoop about to exploit weaknesses in Robin's formation. The Lord's warscythe enables him to break off and assault tanks and anything else that takes his eye. Finally, the swarm of Scarabs will Turbo Boost forwards and bog down any missile troops (Devastators, Heavy Weapons Squads, Lootas and so on).

I imagine I'll need to improvise and adapt a little along the way, but my goal has been to build a Necron army that can hold its own in any given scenario. I've got an army of shiny metal automata, so what could possibly go wrong?

TASK FORCE VON BLACKE



Robin: So, it's a one-all tie in the Trial of Champions challenge, and I'll be playing the decider against none other than White Dwarf's very own Adam Troke. However, it's not just for personal glory that I'll be trying to thwart Adam – the pride of the games developers itself rests upon my shoulders. No pressure then (gulp).

To ensure victory (or, at least, give myself a fighting chance) I will be fielding my trusty Imperial Guard and, not knowing what Adam will take to the battlefield until the game itself, I'll have to pick a very adaptable and versatile force.

I decided, just like many other Imperial Guard commanders, to put my faith in the big guns. A Leman Russ squadron was first on my list. As I didn't know whether to gear this squadron for anti-infantry or anti-armour duty, I opted for two standard issue Leman Russ Battle Tanks – there really isn't much that a little concentrated firepower

from battle cannons can't flatten after all. I supported this squadron with a Basilisk, a Manticore, a Hellhound and a massive Infantry Platoon kitted out with a healthy mix of heavy weapons. Just for good measure, I upgraded my Company Command Squad to have a Master of Ordnance, just in case Adam didn't get the hint. If anything managed to survive that amount of firepower I had two units – a Scout Sentinel and a Veteran Squad in a Chimera – ready to race forwards and counter the threat. There is, however, one unit I never leave home without – Ratlings. At 50 points they have proved an invaluable investment in more games than I can remember. Finally, I selected a Lord Commissar to keep my infantry line heading in the right direction (towards the enemy). With all my points spent, I was ready. Forwards, for the honour of games developers, death or glory...

HQ

- Lord Commissar von Blacke**
Lord Commissar with power weapon and carapace armour. 90 points

- Command Squad Detser**
Company Command Squad with power sword, plasma gun, medi-kit, regimental standard, vox-caster and Master of Ordnance. 145 points

Elite

- The Scavengers**
5 Ratling Snipers 50 points

Troops

- Karrick Platoon (combined into two squads)**
- Platoon Command Squad** with Commissar, flamer and vox-caster.
- Infantry Squad** with autocannon and flamer
- Infantry Squad** with autocannon and plasma gun.
- Infantry Squad** with heavy bolter and flamer.
- Infantry Squad** with heavy bolter and plasma gun and vox-caster.
- Infantry Squad** with heavy bolter and meltagun and vox-caster. 435 points

- Weapon Team Alpha**
Heavy Weapons Squad with 3 lascannons. 105 points

- Weapon Team Bravo**
Heavy Weapons Squad with 3 missile launchers. 90 points

- Grenadier Squad Kosta**
Veteran Squad with plasma gun, flamer, vox-caster and power weapon. Grenadiers. Mounted in Chimera with heavy flamer. 190 points

Fast Attack

- Infernator**
Hellhound with smoke launchers. 135 points

- Old Strider**
Scout Sentinel with missile launcher. 45 points

Heavy Support

- Hellrain**
Manticore Rocket Launcher 160 points

- Tremor Maker**
Basilisk 125 points

- The Knights of Cadia**
Leman Russ Squadron with two Leman Russ Battle Tanks. Both with heavy bolter sponsons and lascannon. One with hunter-killer missile. 430 points

TOTAL 2000 points

The Trap is Sprung

Turn 1-2

Annotations

- 1 The Knights of Cadia unleash a punishing volley into the midst of the squad of Necron Warriors.
- 2 The Monolith destroys both a Leman Russ and a Hellhound in quick succession.
- 3 The Destroyers overstretch themselves and are all shot to ribbons by the massed firepower of the Imperial Guard.
- 4 The Scarabs are locked into a long brawl with the Veteran Squad.

If Adam had believed that this scenario would favour his Necrons his quiet confidence was shattered when Robin successfully seized the initiative. As the Necrons materialised out of the gloom, the wary Imperial Guard commanders began bellowing orders to their men – the Necrons would have to weather a turn of Imperial firepower before they could spring their ambush (*Some ambush, Troke! – Ed*).

Robin wasted no time in bringing his big guns to bear. Breaking the orderly column of advance, the Knights of Cadia turning quickly to bring their massive guns to bear on Adam's Necron Warriors. The firepower that the Imperial Guard unleashed on the stunned Necrons was staggering, the opening salvo from the pair of Leman Russ tanks engulfing all of Second Phalanx and half of First in a ball of flames. In total, seventeen Necrons lay in a shattered heap. Weapon Team Alpha, at the front of the Imperial Guard column blasted a Tomb Spyder to smithereens while at the rear Weapon Team Bravo

joined their fire to the nearby Ratling squad to kill off one of the nearby Wraiths.

Elsewhere *Hellrain* fired a salvo of Storm Eagle missiles that battered the Monolith, but failed to make any lasting impression. The combined fire of Platoon Karrick, under orders to fire in ranks, felled several Necrons of Third Phalanx, while the Hellhound added even more to the casualty pile.

The Necron response to the grievous casualties that had been inflicted was to rise from the dust as Adam's We'll Be Back rolls enabled far more than half of the slain Necrons to recover (thanks largely to the resurrection orbs enabling almost all the affected models in the army to attempt a save. With his models recovered, Adam began a fearsome offensive, striding forwards with his silver warriors.

The Monolith opened fire, pulverising one of the Leman Russ Battle Tanks with a single shot even as the Destroyers swept in behind the Basilisk to stun it. The Immortals, who had recovered, loosed a

NECRON TURN 1





Imotekh advances on the Knights of Cadia, the arcane power of his resurrection orb protecting his followers from destruction.



punishing volley into the Imperial Guard Command Squad, killing all but the Colonel and a single Guardsman and the Warriors stunned the nearby Hellhound. In the Assault phase the Scarab Swarm took on the leading Heavy Weapons Squad, killing several and routing them with ease. The Wraiths destroyed the Manticore's main weapon and the Tomb Spyder in the north set about the other Heavy Weapons Squad, who miraculously fought it to a standstill. Finally, the Necron Lord on Destroyer body failed to destroy the Veteran Squad's Chimera. All in all, not a bad effort for the Necron's first turn.

The pendulum swung against the Necrons in the Imperial Guard's second turn as Robin rallied his bruised morale and pushed his offensive again. While the massive Platoon Karrick assembled a formidable firing line, *Hellrain*, unable to fight on, revved its engines and fled for the board edge. Robin's shooting initially appeared somewhat desultory as the entirety of the twenty-man Guard squad fired at the Immortals and, despite the orders to fire in ranks, failed to kill a single model. The rest of his firing was considerably better though as the other half of the Platoon, joined by the Veteran Guardsmen and even the Ratling Snipers, pummelled the Destroyers and the Lord within their squad. Robin was exultant as he killed all five Destroyers and the Lord with them!

In combat *Old Strider* joined the fight against the Tomb Spyder, Robin hoping to inflict a final wound on the metallic

	KILL POINTS	
5		3
NECRONS		IMPERIAL GUARD

monster before it could fight again. He was unlucky, however, as the fight ground on and the Sentinel suffered a weapon destroyed result. Despite this setback, the Imperial Guard held their ground.

For their second turn the Necrons renewed their offensive. The Scarabs swooped forwards towards the Veteran Squad and the Monolith ominously floated towards the centre of the action.

Again, the Monolith fired and this time the Hellhound was its victim. *Infernatus* was blown sky high by the incredibly powerful particle whip.

The Necron Warriors and Immortals opened fire on the nearest combined squad, killing thirteen Guardsmen.

In close combat, Adam hurled the remaining Wraith into combat with the Scout Sentinel, easily killing it. The Tomb Spyder killed another Heavy Weapons Team and the remaining model was routed, caught and killed.

The Scarab Swarm fighting the Veterans fought to a bloody standstill, both inflicting a wound upon the other.

Finally, Imotekh hefted his warscythe and assaulted the remaining Leman Russ, destroying its main gun.

Necrons, We'll Be Back and Kill Points

As Robin fired his opening salvo of the game, we realised that the death defying Necrons could cause confusion with kill points. In the first turn a unit of Necron Warriors was completely destroyed, however many of them passed their We'll Be Back rolls and returned to play as part of the adjacent Warrior unit. Adam and Robin, amused by the situation, both agreed that since the whole unit had been destroyed the Imperial Guard had earned the kill point, and added it to the tally.

The Dark Harvest

Turn 3-4



Bad as things looked for the Imperial Guard, trailing the Necrons by a couple of kill points wasn't the end of the world. Certainly the casualties were piling up on the poor men of the Imperium, but Robin still had a trick or two up his sleeves.

While the damaged Manticore fled the table, denying the Necrons valuable kill points, the rest of the Imperial Guard braced for a fight!

The larger of the Combined Squads from Platoon Karrick again utilised the First Rank Fire! Second Rank Fire! order and unleashed a spectacular fusillade that hit the Necron Warriors in the north with more than thirty shots. Luck abandoned Robin, however, as they only managed to fell two Necron Warriors. The Ratlings added to this firepower by sniping the Wraith, their deadly accuracy overcoming the Wraith's phase technology.

In the south, the Basilisk pounded on the Necron Warriors near Imotekh (a bizarre amalgamation of First and Second Phalanx). The thunderous shell blasted seven from their feet.

Robin's only assault was to hurl Colonel Detser at the Tomb Spyder, a desperate gambit that paid off as the Colonel produced a rapier-fine power sword from his ceremonial cane and impaled the Tomb Spyder through its faceplate – Robin's gamble had paid off nicely and the power weapon had made its

mark. At the other end of the battlefield, Imotekh took out his rage on the final Leman Russ, his warscythe slicing through the armoured hull with ease to detonate the power cells within. The resultant explosion engulfed Imotekh and some of the nearby Necron Warriors, but did no damage to their metallic skins whatsoever.

Adam's dice rolling as he began his third turn was appallingly (or delightfully) lucky. Six out of seven Necron Warriors rose from the dust (still cunningly within range of the resurrection orb) and on the other side both of the Necrons mown down in the fusillade from Platoon Karrick rose unsteadily to their feet.

The Necrons advanced implacably towards the foe, the last Tomb Spyder cornering the Basilisk while the Monolith moved so it was in range of several Imperial Guard units at once.

Adam's Shooting phase saw him turn his full attention to Platoon Karrick. While the Monolith fired at every enemy unit within 12" (cutting down a handful of Imperial Guardsmen as well as stunning the nearby Chimera) the Immortals and Necron Warriors pounded the large unit of Imperial Guard, killing them in their droves. Caught in the open, only Commissar von Blacke and the sole, terrified survivor of Platoon Karrick remained. As the Guardsman turned to flee, von Blacke calmly shot him in the back before drawing his power sword and thumbing the activation rune.

In the protective shadow of the Monolith Motech and the Necron Warriors advance, taking fire from all quarters.



The Scarab Swarm and Veteran Squad continued to fight, the elite Guardsmen smashing aside one metallic creature only for another to replace it.

With few enough models left to move now, Robin's fourth turn was swift. Realising that Adam was pulling ahead on kill points, he decided his only chance of victory was to force the Necrons to phase out, and decided to gamble everything on it. He lined up the remnants of Platoon Karrick to aim at the Necron Warriors and brought the Basilisk into a prime position.

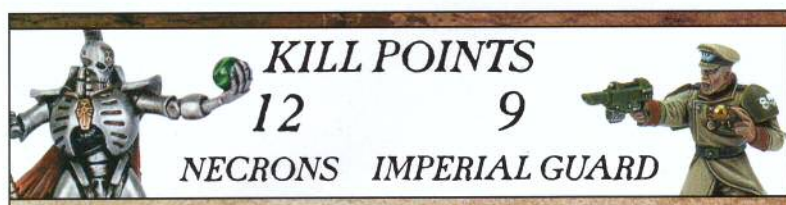
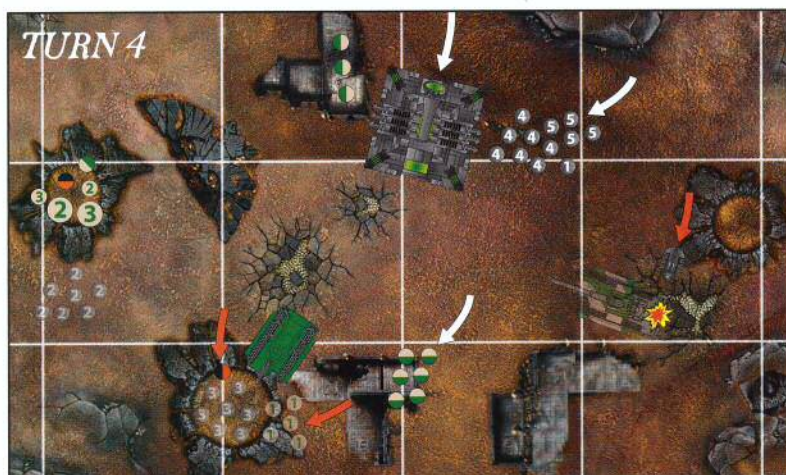
Every weapon that could be brought to bear fired at the Necrons on the north end of the board. The Basilisk unleashed a superb shot that hit and wounded all of the Necron Immortals (since they were all 'killed' they wouldn't be able to rise again). A further Necron Warrior was also toppled, much to Robin's delight.

Commissar von Blacke, power sword in hand, charged the remaining Warriors in the north and, in an impressive display of swordsmanship cut down three. They were feeble in return and Adam gawped as they failed their Leadership test and the lone Commissar ran them down. The Imperial Guard were not out of the fight yet!



KILL POINTS	
9	9
NECRONS	IMPERIAL GUARD

Turns 3-4 Continued



- 1 The Basilisk *Tremor Maker* eradicates Imotekh's Immortals in one deadly shot.
- 2 Commissar von Blacke proves that shiny metallic skin is no match for a power sword and faith in the Emperor.
- 3 The last remaining Tomb Spyder finally catches up with the Basilisk *Tremor Maker* and delivers a healthy dose of revenge.



Another happy occurrence was that the Veteran Squad at last finished off the Scarab Swarm.

Realising that he was getting perilously close to his Phase Out limit, Adam commenced a devious, if somewhat cowardly, campaign of damage limitation. Firstly he moved his Monolith forwards to cover his remaining unit of Necron Warriors, who duly moved into a column so that they were concealed by the bulk of the Monolith. While the Warriors advanced in the shadow of the Monolith, the Tomb Spyder closed in on *Tremor Maker*.

Intent on causing widespread carnage, Adam had the Monolith fire its gauss flux arc projectors at every enemy unit within 12", killing three Veterans, a Ratling and (perhaps most importantly of all) toppling the unfortunate Commissar von Blacke. The large unit of Necron Warriors wasted no time finishing off the remainder of the Imperial Guard Veterans with a vicious volley of fire.

Finally, the Tomb Spyder slammed into the armoured hull of *Tremor Maker*, its massive metal claws easily tearing through the hull of the mobile artillery piece. The resultant explosion bathed the Tomb Spyder in flames.

A quick count up revealed the gap in kill points to be widening, but that Robin only needed to kill two more Necrons to make Adam's force phase out.

The Dying Moments

Turn 5-7

BATTLE REPORT

With only two Necron models to slay before the entire force phased out, victory was well and truly within Robin's grasp. In the fifth turn, Robin attempted to bring as much firepower to bear as possible, but really it came down to a couple of lucky shots from the Ratlings and an autocannon. Robin scored a single wounding hit; Adam then failed his armour save. The Imperial Guard were still one kill short!

Adam's fifth turn started with the damaged Necron failing to self-repair. Adam was now down to a margin of only one model before Phase Out.

Sufficiently paranoid, he bunched his warriors together even more carefully, so that less could be picked out and began sneaking his remaining Tomb Spyder towards the action. He then used the *Monolith of Ages'* gauss flux arc projector to blast apart the remnants of the Command Squad lurking in the ruins, rake the Ratlings and even stun the Chimera, while the Necron Warriors peppered the Ratlings high up in the opposite buildings. Adam's accuracy was good, but the tricky little Ratlings utilised every last scrap of cover to protect them.

Robin had almost nothing that he could do this turn, and had to content himself with firing the Ratlings once again at the Necrons. Although he hit with two shots, he failed to wound. It was fair to say that the tension was really starting to rise.

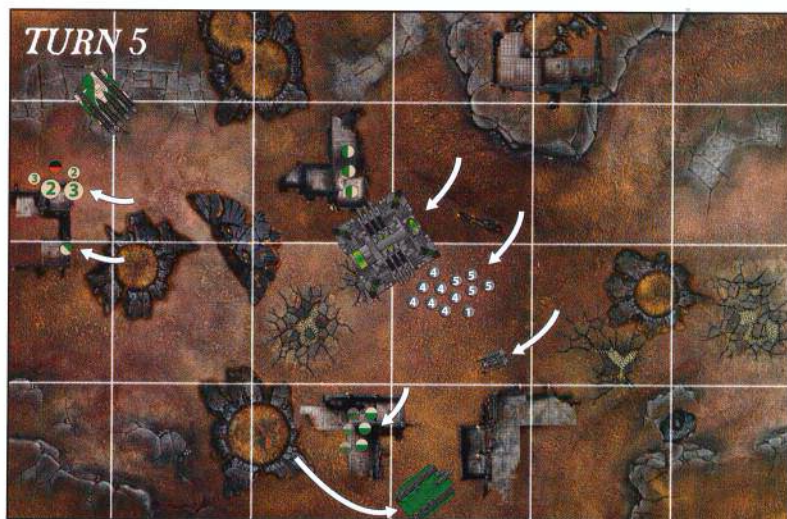
Only pausing long enough to move his Tomb Spyder closer, Adam unleashed the particle whip at the Chimera, which missed and fired all of his gauss blasters at the Chimera (which was shot to ribbons, the survivors scampering away through the ruins). The dice roll to see if the game ended came up with a 3, and so the players fought on for one last turn.

Robin, frustrated by Adam's unmanly use of his Monolith as a 'great big wall of invulnerability', fired his last shots with the Chimera into the Warriors. He managed a single hit, which wounded. Adam picked up the dice and with a resigned look on his face rolled his armour save. The dice bounced and rolled around and, as it came to a stop, a grin spread across his face. 'Dink', he said. The Necrons had survived phasing out. Adam, keen to ensure maximum kill points, fired his particle whip again, this time at the Imperial Guard in the north. The shot scattered and caused no damage. The Necrons Warriors were able to fan out and finish off the Ratlings! A victory, of the closest possible type, to the Necrons and to Team White Dwarf.



In the dying moments of the game the Ratlings take aim at the Necrons, all they need is one more kill...

KILL POINTS	
13	9
NECRONS	IMPERIAL GUARD



WHITE DWARF VICTORY

The Triumph of Isengard

GAMES
DEVELOPER
VICTORY



Monster of the Match

There is no question as to who is the thing of the match – it's Lurtz, whose Heroic Duel was deadly. Not only did he kill Théoden, he also singlehandedly wiped out the formation. He did little more for the rest of the battle but it's tough to beat winning the battle in Turn 1 isn't it?



Andrew: It's not often that a battle goes so badly wrong that I consider capitulation at the end of the first turn, but that initial charge was so horrifically bad for me that I was resigned to defeat. But I'm glad that I didn't, for

the game turned out to be a real belter. So why did it all go wrong? Well, the pithy amongst you would point out the error of charging a pike block, but I was confident that my elite cavalry could ride roughshod over anything Saruman could send to battle. And had Éowyn not botched her roll against the Shaman, Éomer might not have got himself so pent up and beaten down by the Goblins. So what went right? Well, every turn after the first was an improvement, from outmanoeuvring Sharku or seeing off the Dunlendings to the King's Champion adding the Cave Drake's head to his trophy room. In fact, if you ignored the victory points garnered from the first turn, I'd have won!



Jeremy: Wow, Andrew really charged right into a buzzsaw there, as my Uruk-hai could not have been more of a Rohirrim killing machine! I not only withstood the Rohan first turn charges, but also gave them a

serious kicking! My good dice rolling only added insult to injury and Rohan formations disappeared in clouds of red mist. Only the rock-solid resilience of the Dwarfs and some steely resolve from Andrew himself kept our battle from being a rout for the ages. Big credit to Andrew, because any wargamer will sooner or later go through a disastrous first turn and at that point he could've just given up. But character is determined when things are against you and Andrew clung to every opportunity and clawed back into a respectable battle, the whole time being his usual splendid-to-game-against self. I think, however, I rectified all my previous defeats with this single resounding victory.

Why Won't You Die!

WHITE
DWARF
VICTORY

Gun of the Match

Although the Dwarf Lord held out until the end, if it hadn't been for the two Organ Guns he might never had got into Witchfate Tor in the first place. The Organ Guns sent the Chaos Warrior horde scurrying off back to the Chaos Wastes.



Matt: Well that went to plan, just! As soon as I got my Hammerers led by my Lord and Battle Standard Bearer into the tower I knew I was firmly in the driving seat, what I didn't expect though was how long the game would go

on for. I almost lost it earlier when Phil managed to get his Chaos Warriors into the tower. Luckily my Organ Guns were on hand to get me out of that tricky situation by blasting them to smithereens and sending them fleeing for their lives. This had the added bonus of scaring Phil so much that he was then too afraid to enter the tower with his Chosen when he had the opportunity through fear of them meeting a similar death. In the end though it was Dwarf singlemindedness that won through, while Phil got all distracted attacking the Dwarf throng outside the tower, I got my best unit and characters into the objective. They then succeeded in fighting off all contenders, even managing to kill the Chaos Lord to win the day.



Phil: And there you have it, the stuff of legends. Well done to Matt, he hung in there till the bitter end, and we got a great story as a result. That ended up being one of the most dramatic games of Warhammer I've ever

played – I love the image of a lone Dwarf Lord defending the tower, wounded and stood amidst the fallen bodies of his brethren, his face set in bitter defiance as he refuses to give up. The fact he and his Hammerers took absolutely everything the Chaos army could throw at them and still held grimly onto the watchtower could not be more fitting for the Sons of Grungni. When a game ends so dramatically it's hard to bemoan the result (though my colleagues might not see it in quite the same light). For all the beatings I was dishing out to Matt's units (look at those Khorne Knights go!), the watchtower was the only thing that mattered in the end. It was an excellent and tense game, and I would gladly play it over again sometime.

Necron Victory

WHITE
DWARF
VICTORY



Adam: Victory is mine. While I'd like to bask in the warm glow, I can't this time around. Robin nearly won and only the tender mercies of the dice (and the bulk of the Monolith) saved me from phasing out in the dying moments of

the battle. My big mistake was made right at the start of the battle when I split my force up. I wasted my Destroyers on a suicide mission (that really pains me even now) and I made a couple of odd targeting choices in the early going. Thankfully not even my momentary lapse in tactical acumen could halt my metallic minions – I had the devil's own luck when it came to We'll Be Back rolls and that saw me through the hard points.

Robin was the consummate gentleman throughout, putting up a spirited fight against terrible odds. I'd like to say I feel bad about the Monolith trick, but I don't. Infantry have been using tanks for cover since tanks were first invented. Pffft.



Robin: Arghh – just one more Necron! It really doesn't get much closer than that. Whilst we were setting the Ambush scenario up, I have to admit that I wasn't all that confident. Things looked grim for the

Imperial Guard; they were surrounded by clanking robots, metal monsters and a towering Monolith, but when I stole the initiative things started looking up. My tanks knocked half the Necron army flat on its backside in a single salvo.

Any other army would have been destroyed by those opening shots, but, as I was going to find out the hard way, it's not knocking Necrons down that's hard, it's getting them to stay down. After a couple of turns of utter carnage and Adam's outrageous 'We'll Be Back' rolls, things were looking dire (my poor Imperial Guardsmen had the impertinence to stay dead after being shot). However, I'm no quitter and very nearly phased them out.

Trial by Combat

Adam: Well then, glorious victory lies in the hands of the White Dwarf team! Over the course of the battles we all found it was very exciting. Andrew and Jeremy had the excitement (and dare I say nerves on the part of our illustrious editor) of the first game. Matt and Phil were fighting a tense battle in the centre, with Matt hoping to get White Dwarf back into the fight, while Phil was hoping to end the competition there and then. The pressure of the final game made for a really tense and exciting third battle.

In the end the White Dwarf crew prevailed, crowning ourselves as the undisputed champions of the Studio and masters of all we survey... until next time, at least.

TANK OF THE MATCH

The Monolith has a well-deserved reputation as one of the toughest, most dangerous vehicles in Warhammer 40,000. In this game it laid waste to a Leman Russ, killed a Hellhound, blasted apart handfuls of Imperial Guardsmen and shielded a Warrior phalanx. All in a day's work!



WINTER CRUSADE

Winter Crusade is a programme of fantastic activities and events that Hobby Centres in the UK will be running up to Christmas and beyond! They are free to attend and are open to everyone, so pop into your local Hobby Centre and speak to the staff to join up.

Army Building and Gift Lists

The staff will help you design and decide on your perfect army and help you write up a personalised army list. You can then transfer all the wonderful army choices you need onto your very own 'Gift List' on the Games Workshop website. Your friends and family can then use this list when they visit a Hobby Centre or purchase your gifts online to make sure they get what you really want.

Gaming and Events

Your local Hobby Centre is also running a series of fantastic games and events throughout the season in which you can buy your models and scenery, model and paint them up, and learn how to take your forces to war and fight epic battles.

January Beginners' Weekends

If you're new to the hobby or just starting Warhammer, Warhammer 40,000, The Lord of the Rings or War of the Ring for the first time, then speak to our staff about signing up for a January Beginners' weekend. They are a great introduction to the hobby and lots of fun! Check out the dates below for details of this year's January Beginners' Weekends.

- 8th-9th January Warhammer
- 15th-16th January Warhammer 40,000
- 22nd-23rd January War of the Ring/The Lord of the Rings
- 29th-30th January Grand Finale

Get down to your local Games Workshop store NOW and get signed up for the Winter Crusade!

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IN-STORE THIS CHRISTMAS



WARHAMMER
40,000

KABALS OF THE DARK ELDAR



The Dark Eldar are vicious and immoral, creatures of murderous lust and infinite hatred. In this article the author of *Codex: Dark Eldar*, Phil Kelly, delves into the treacherous world of the Kabals, unveiling their sinister machinations.

Dark Eldar society is dominated by sprawling and complex organisations known as Kabals. Ruled over by megalomaniacal Archons, the Kabals sit at the top of the pyramidal hierarchy of the labyrinthine realm of Commorragh, defining the martial aspect of the Dark Eldar and maintaining a stranglehold on all aspects of life in the Dark City. The most minor of the countless Kabals number only a few hundred members, their territories confined to hidden locations and scattered powerbases. The largest Kabals, however, comprise millions of skilled Kabalite Warriors. The baleful influence of these monstrous coalitions stretches from one side of the galaxy to the other, plaguing lesser civilisations and inferior races with punitive slave raids and acts of blood-soaked piracy.

Order from Anarchy

In a society as treacherous as that of the Dark Eldar, a single power-hungry individual soon makes enemies. It is never long before the loner finds a dagger at his throat or feels nerve-searing poison flowing through his veins. Only those affiliated to

larger organisations enjoy any degree of security; there is safety in numbers, they say, and even in the shadow-haunted twilight realms of the Dark City this remains true. To kill a Kabalite is to commit a hostile action against an entire Kabal. Regardless of status, sect or species, few Commorrites are prepared to make such a powerful enemy without good reason, or without powerful friends of their own to protect them.

With an endless supply of aspirants, acolytes and hangers-on, the Kabals themselves enjoy a kind of loose immortality. Each has the might to make its displeasure keenly felt should it become threatened; it is rare for an entire Kabal to be wiped out to an Eldar, for only the Supreme Overlord Asdrubael Vect can visit such a fate upon his enemies without triggering a city-wide rebuttal or retaliation. Though such acts of large-scale murder are infrequent, Commorragh is eternally riven with gang warfare on a massive scale, and not a single night goes past in the Dark City without the streets and alleyways echoing to inter-Kabal warfare. The Archons of the Kabals do not care for the notion of peers, after all.

The Bladed Lotus
The Bladed Lotus is amongst the oldest of Commorragh's organisations, and they still practice the old ways that led to the Fall. Determined to preserve their twisted version of ancient Eldar culture, everything from their nightly feasts to their warfare has become ritualised, one action leading to another with a precision that belies the torment beneath.



THE LAST HATRED

The Kabalites of the Last Hatred have a morbid interest in the forbidden arts. Though they outwardly seek to master the transition between life and death, their aims are far grander than those of petty necromancers. Some say the 'Haters' seek to transcend mortality entirely, others that they wish to exterminate the Eldar race and enslave whatever entity is born from the ashes. Madness this may seem, but any who have looked into their eyes will never truly dismiss their ambition. Certainly they prosecute their kin-strife against the Craftworld Eldar and their Exodite kin with unmatched fury.

Originally famous for their pain-farms and a talent for keeping their wretched captives alive indefinitely, the quest to drain every last drop of suffering from their 'clients' has led them into infamy. In recent decades the Kabal have mastered the technique of permanently binding a soul to the cadaver from which it would usually depart at the moment of death.

The carnival of corpses that accompanies them to war is merely a distraction to draw attention from something far more sinister, for down in the pits under their stronghold, the Kabal practices ever more complex rites. Here the Kabalites unpick the tapestry of life, studying the nature of mortality in gardens hung with wax-skinned undead arranged in artful but unnatural poses. Should they ever succeed in their quest, the lines between life and death may be irrevocably blurred.



The icon of the Last Hatred



Warrior of the Last Hatred





Banner from the Kabal of the Black Heart

THE KABAL OF THE BLACK HEART

The Kabal of the Black Heart is the first and greatest of its kind; a vast and sprawling organisation, able to support several rival Archons within its hierarchical structure. Each Archon controls a separate faction within the Black Heart, and each vies fiercely with his rivals for the patronage of Supreme Overlord Vect. None brave outright murder, however, for only a fool would blunt one of Vect's favourite tools. So complete is Vect's stranglehold upon Commorragh that none of these highly placed subordinate Archons dares challenge the Overlord's supremacy in anything other than their most private dreams and fantasies. Even then, they do so with caution, for it is said that Vect knows well the scent of treachery, and reads the minds of lesser mortals like an open book.



Warrior of the Kabal of the Black Heart



The Kabals at War

Though all Kabals offer a measure of sanctuary – from outside influences, at least – the true prize for the established Kabalite is the realspace raid. Commorragh thrives on the capture of slaves; they form the workforce, the entertainment, the sustenance, and even the brick and mortar of the Dark City. As such the capture of slaves is of paramount importance. The war with realspace – a never-ending campaign of extreme violence aimed at the societies of Mankind, Ork, Tau, Eldar and more besides – always yields fresh meat for the rapacious Kabals. The acts of carnage that accompany these slave raids are extremely invigorating to the Dark Eldar, and hence competition amongst the Kabalites to join such raids is always fierce. To prove oneself a useful warrior to a Kabal's Archon is to virtually guarantee a chance to visit destruction upon the lesser races, an orgy of bloodletting unfettered by the political restraints of inter-Kabal war. A summons to take part in a realspace raid is an invitation not only to the hunt, which is gratifying enough, but also to the feast of battle itself. The more pain and anguish the Dark Eldar can inflict whilst they run rampant through the material dimension, the stronger they become. As the military forces of the lesser races have found out to their cost, a well-fed Kabal is terrifying.



ARCHON VALOSSIAN SYTHRAC

Valossian Sythrac of the Black Heart is a rare individual indeed – one of an ever-diminishing clique of Archons to have consistently retained Supreme Overlord Vect's favour. Vect long ago grew bored of Archons bearing news of the conquest of planets and star systems, for such mundane victories rarely last long in the grand scheme of things. Instead the Supreme Overlord rewards those with the wit to damage or topple entire galactic empires. Sythrac is such an individual – his ongoing quest to assassinate each of the Imperium's most-vaunted heroes is a hot topic within Vect's courts. The practical applications of weakening the Imperium's command structure aside, Sythrac's tactic is to extinguish hope itself – to rob the upstart humans of those that they hold dear, and deprive them of the will to fight against the encroaching darkness. Every Dark Eldar finds a perverse delight in reminding the lesser races of their place; Valossian Sythrac makes it his life's work.

Archon Sythrac's prized possessions are his collection of soul-traps – vile devices that act much like the spirit

stones of the Craftworld Eldar, though in a far more hideous and predatory way. The act of parting a soul from its mortal body is child's play to Sythrac. A single scratch from his ancient huskblade will turn his victim to dust in seconds. The disembodied soul, torn so quickly from its physical vessel, is then easy prey for the spirit-vortex of Sythrac's rapacious soul-trap. Once a soul is claimed by such a device, it is imprisoned within for all eternity, its captive energies harnessed to energise Valossian Sythrac's ancient body.

In battle, Sythrac is protected by a sophisticated shadow field that has proven effective against point-blank volleys from Imperial battle tanks. This reality-bending forcefield, combined with Sythrac's mastery of webway portal technology, allows the Archon to strike straight at the heart of the enemy army. Once the target is isolated, the Kabal emerges right into the midst of the foe. It is then that Sythrac stalks forward like a hunting cat, duels with his human prey before turning them to dust with an elegant flick of his sword, and binds their souls to his servitude forever.



Archon Valossian Sythrac of the Kabal of the Black Heart



Banner bearing a Sigil of Discord

THE BROKEN SIGIL

The Kabal of the Broken Sigil takes its icon from the ancient Eldar glyph 'Drethuchii', loosely translated as 'the Shattering of Harmony'. Like its namesake, the Kabal is synonymous with acts of discord. Wherever order and prosperity prevail, the Broken Sigil will strike with overwhelming force, bringing confusion and despair to the most idyllic planets in the galaxy. Terror tactics are much-beloved by the Kabalites of this sect, so much so that the Broken Sigil's Archon, Lord Xerathis, is looked down upon by his rivals for the predictability of his strategies. True enough, his Kabalites are not above sky-writing, blanket-bombing with hallucinogenic gas or hijacking communications channels to ensure their victims are frightened half to death before their invasion starts in earnest. Yet the Kabalites of the Broken Sigil maintain that the price they pay in forewarning the enemy is far outweighed by the rich feast of fear that awaits them when the onslaught begins.



The icon of the Broken Sigil



Warrior of the Kabal of the Broken Sigil



The Black Myriad
An extreme narcissist, Archon Vhane Kyharc of the Black Myriad once forced the entire trueborn population of the Tier-Nodal Spires to have their faces permanently altered to identical facsimiles of his own under the pretence that it would confound assassination attempts. Before long he made it compulsory for the rest of his Kabal to wear stylised masks that echoed his own features. The nadir of his vanity came with the realspace raid upon Phlogiston VI, during which Archon Kyharc released his Doppelganger Virus, a transmorphic plague that caused every living creature's features to reform into the likeness of their alien conqueror.



“Dark Eldar society is a meritocracy, where the strongest rule by cunning and force of arms instead of by an accident of birth.”

The Genesis of the Kabals

Dark Eldar society once revolved around the very same noble houses whose quest to plumb the depths of hedonism led to the Fall. The aristocracy of the Dark Eldar, if it can be termed as such, jealously guarded their positions of privilege, seeking out and killing any who threatened their supremacy. The central mass of Commorragh, a mind-boggling metropolis of starscrapers, archshrines, palatial spires and pleasure temples, was the province of the noble houses alone. Entrance could be gained only by dint of birthright, and elitism was a way of life.

And so it was for several millennia after the Fall of the Eldar. The society of Commorragh remained as stagnant and corrupt as its ancient masters. Then, in the time Mankind knows as the 35th Millennium, a young warrior-slave known as Asdrubael Vect brought the old order of the nobility crashing down. Vect spent the early years of his life as a low-born servant, content to scheme in the darkness against those who considered themselves to be his superiors. As careful and patient as a spider, Vect waited until the fruit of corruption was fully ripe before striking. Before the complacent elders of the noble houses could stop him, Asdrubael Vect founded his own coalition of killers, declared war upon the forces of the

Imperium, and intentionally triggered a retaliatory strike that he guided straight into the heart of Commorragh, crushing the noble houses and shattering their powerbases beyond recovery.

Needless to say, Vect's own institution, which he called the Kabal of the Black Heart, was poised to repel the Imperial invasion and seize the initiative so suddenly lost by the noble houses. Vect used the disintegration of the old order to implement a new system, a meritocracy where the strongest ruled by cunning and force of arms instead of by an accident of birth. This he called the Kabalite Order, a self-selecting system of warrior institutions that kept each other's military skills honed to a fine edge by way of constant, murderous competition.

Vect's own Kabal had prepared for their founder's ascension, spreading their agents through not only Commorragh but also the most powerful of the other Dark Eldar cities that nestled in the webway. It was not long before Vect proved himself the strongest and most cunning of all the Archons, taking the title Supreme Overlord and binding the peripheral cities to Commorragh with a system of shimmering gateways and star-portals. Sensing which way the wind was blowing, the noble houses of the old order reinvented themselves as Kabals, though in their

ARCHON KHROMYS OF THE OBSIDIAN ROSE

Archon Aestra Khromys has much in common with Asdrubael Vect, not only because of her belief in the supremacy of the skilled, but also because she can trace her beginnings to the slave-chambers of the depths of lower Commorragh. Banished from the spires of the Black Myriad for her refusal to bow down and kiss the hand of the Kabal's founder, Archon Vhloriac, Khromys was flung into the endless monotony of the Dark City's munitions factories. There she was forced to toil endlessly in the construction of basic splinter weaponry, assembling the same parts over and over again until her life became a meaningless gruel of repetition and her days blended together into a recurring nightmare.

No keener punishment has ever been devised for the true hedonist, but unlike those prisoners going slowly mad in the claustrophobic weapon cells ranged all around her, Khromys could see a way out. She bent every scrap of her focus and concentration into constructing the most perfectly assembled and painstakingly accurate weaponry her prodigious craftsmanship would allow. It took a dozen weeks before the superior quality of her work was noticed, and the best part of a year to secure her transference to a graded workshop within High Commorragh. There she continued to fashion masterpieces of destruction. Such was the quality and superior craftsmanship of her team's weapons that soon enough the weapons were asked for by name. Before the decade was out, a thriving trade in Khromys weaponry circulated

throughout the upper echelons of the Obsidian Rose; each gun and gauntlet a unique symbol of status and an incomparable instrument of destruction into the bargain.

Khromys' plan came to fruition when she and her team of master artisans were purchased wholesale by the Archon of the Obsidian Rose. Given her own well-appointed workshop complexes in order to 'work her magic,' Khromys continued to supply her masters with the exceptional weapons they wore so proudly at their sides. She also built several weaponised artefacts of her own; each more lethal yet more harmless-looking than the last. When Khromys and her clique of master artisans were finally escorted to the audience chamber of Archon Vhloriac, it appeared to their escort of silent Incubi that they were unarmed, whereas in fact their rudimentary-looking armour and tithe-gifts bristled with concealed weaponry. This came as a shocking but lethally brief surprise to Vloriac and his court, for when Khromys staged her bloody coup the exquisite weaponry the Archon's court brought to bear upon Khromys mysteriously ceased to work at the crucial moment.

Since that day the Kabal of the Obsidian Rose has served under Khromys and her exceptionally well-armed followers. One day, the Queen of Splinters may find herself on the wrong end of a simple knife or impaled upon a Mandrake's claw, but for now at least, the Kabal thrives by the power of its weaponry and the wits of its ever-inventive mistress.



The icon of the Kabal of the Obsidian Rose



Archon of the Obsidian Rose



Sybarite and Warriors of the Kabal of the Obsidian Rose

THE KABAL OF THE POISONED TONGUE

The Kabalites of the Poisoned Tongue are universally sharp of wit, with a flair for duplicity so pronounced that they can tie their rivals in knots and dissect them with words alone. They have carved their own niche in the Dark City through constantly misleading and wrong-footing their rivals, and ensuring their 'allies' bear the brunt of the fighting during realspace raids whilst they plunge the knife into the foe's delicate underbelly. They even use failure and mischance as weapons, elegantly scapegoating and framing others whenever their plans turn sour. Nobody trusts the forked tongues of this infamously sly Kabal, but seeing as no Dark Eldar trusts another in any case, this isn't much of a handicap.

Led by the intellectual colossus known as Lady Malys, the Kabal of the Poisoned Tongue enjoys a position right at the forefront of Commorrite society. The gossip-courts have it that the Lady has her own mysterious patron, for those bold enough to eavesdrop on her personal chambers have reported two distinct voices when only one lifestain registers within. Few such spies survive long, for Lady Malys has her little ways, and she is invariably several steps ahead of the competition. The only being Malys has proven incapable of second-guessing is Asdrubael Vect – though in recent years, even that is beginning to change...



Sybarite and Warriors of the Kabal of the Poisoned Tongue



The icon of the Poisoned Tongue



THE BALEFUL GAZE

The Baleful Gaze is formed exclusively from those who once occupied the lowest rungs of all Commorrite society. Much like their Archon, Lady Llanthei, the Baleful Gaze's tall and well-groomed members are all obsessed with the possession of virginal beauty. Controlling a large portion of Blighthaven Docks, they once starved and scabbled in the gutters for scraps of anguish, but they have since clawed their way back to the top of the pile and absolutely refuse to languish in squalor and ugliness ever again. The steely determination with which this Kabal fights in the war against realspace is unmatched, for the Baleful Gaze knows the price of failure better than any other. Strangely, the Kabal enjoys a great measure of respect due to the unglamorous past of its members. After all, one with the inner resolve to escape the downward spiral and rise again makes for a formidable foe.

Having once been haggard and cadaverous creatures, members of the Baleful Gaze prize aesthetics above all else. Beauty must be seized whilst it lasts, they say, for all things fade in time. In truth, the Baleful Gaze fear the loss of physical glory more than anything, and will go to extraordinary measures to ensure that it does not slip through their grasp once more.



The icon of the Baleful Gaze



Warrior of the Kabal of the Baleful Gaze



hearts they still covet the notion of their own inherent superiority. Their ever-burning hatred for the upstart Vect still rages fiercely to this day.

The Masters of Murder

Very few Dark Eldar have the inner steel to rise to the rank of Archon, and those that do are irrevocably altered by the experience. Almost all Archons are extremely ancient; though they may outwardly present a mask of beauty, each has a soul that has been steeped in evil for centuries, if not for millennia. They are so jaded that only the most horrendous acts of depravity and violence can reinvigorate them, and to stave off ennui their tastes become ever more rarefied and bizarre. On the outside an Archon may maintain an air of cruel but genteel eccentricity, but all too often, underneath the mask lies a desperate and ravenous madness that taints the souls of those around it with the potency of its rot.

Putting aside Ambition

As desperate as the Kabals are, they will work together as one whenever a realspace raid is in the offing. Commoragh must be fed, after all, and revenge is a dish best served cold.

If this article has whetted your appetite, you can find even more information about the Kabals of the Dark Eldar, along with other background articles, on our website:

Creating your own Kabal

The process of deciding which Kabal you will collect is all part of the fun of collecting a Dark Eldar army. Try a few names and colour schemes out for size before you decide upon your final choice – you might like to use the Kabals listed in this article as inspiration, or simply choose which one you like best and use that. You'll also need to pick a strong name and identity for your Archon, who should be as dastardly a villain as they come!

Lastly, give some thought as to where your Kabal hails from; the Dark Eldar inhabit some truly strange and grotesque environments, so feel free to let your imagination run wild. Is your Kabal part of the net of intrigue that stretches throughout Commoragh like an invisible web? Perhaps it is in exile, roaming the stars on a constant quest to show the galaxy who's boss? There's plenty more inspiration to be found in the pages of Codex: Dark Eldar. A strong identity for your army will make it all the more fun to collect, and gives you something to think about whilst your paintbrush is put to work!



SPEARHEAD



If mighty engines of war clashing on the battlefield is your thing – and why wouldn't it be? – then Spearhead is for you. To get the best out of your spearhead formations, Andy Hall has prepared this treatise on the art of vehicular destruction.



What is Spearhead?

Spearhead is an Expansion for Warhammer 40,000 that allows you to fight huge tank battles in the 41st Millennium, bringing the devastation wrought when two armoured companies clash to your tabletop. Spearhead games are all about daring flank attacks or brave armoured assaults into the heart of the enemy battleline. In Spearhead the tank is king!



Since we published the Spearhead Expansion in June's White Dwarf, armoured columns of opposing tanks and other deadly vehicles have been clashing on battlefields across the 41st Millennium. There's something intrinsically appealing about tanks, and what Spearhead does – like all of our Expansions – is scratch a specific itch; in this case allowing you to field nothing but squadrons of armoured behemoths in the crucible of battle.

To facilitate a suitable arena for you and your opponent to start blasting the hell out of each other with devastating vehicle-mounted weapons, games of Spearhead are played along the length of the table rather than across it. This 90-degree rotation of the playing area is a small but significant point and one that changes the dynamic of the battle. Rather than the deliberately

claustrophobic missions involving lots of infantry, playing lengthways delivers a whole new way of fighting, allowing your vehicles to take full advantage of their mobility, with long-range firepower coming into its own. This new approach calls for different tactics. For a start, you'll need vehicles – lots of them in fact, including big, brash heavily armed tank-destroyers alongside more lightly armoured but speedy affairs that can seize objectives and deploy infantry to keep hold of them.

Over the following pages we'll be taking a closer look at not only sound general principles for playing Spearhead games but also at some specific game-winning combinations from noted Studio pundits. As if that's not all, we've also got Jervis to write two new spearhead formations to add to the twelve already available to use in your games.

The Basics

So, let's start with a look at some of the changes between Spearhead and a standard mission of 40K. As already noted, Spearhead is played along the length of the table, which means you'll start further apart from the enemy than normal. This is an important consideration as weapons with longer ranges immediately have a far greater impact than normal. For instance, compare a Space Marine lascannon's range of 48" to a Tau railgun's 72". In a standard mission, when firing across the width of the board, the difference in the two ranges is negligible. However, lengthways the advantage of the railgun's longer range is far more acute. With a massive 6' reach, the Tau weapon can reach from baseline to baseline from the get go. The lascannon is 2' short in this respect, not so much of a problem as the armies close on each other, but the railgun can start shooting from the first turn – and at S10 AP1 it's one of the best anti-tank weapons in the game.

In normal games of 40K you'll often have to make a strategic decision as to how far you move a vehicle without sacrificing firepower, but that's not necessarily the case in Spearhead. The best thing about Spearhead games are the spearhead formations themselves. That's because vehicles of a spearhead formation have the ability to fire a weapon at cruising speed (including firing two weapons at combat speed). Walkers and monstrous

creatures don't miss out either, if they are part of a spearhead formation they can run and then still shoot one of their weapons. Note that no matter what type of model it is, to gain this advantage, they must be within 4" of another member of the same spearhead formation. This obviously makes tanks far more manoeuvrable and encourages aggressive play. This, coupled with the fact that all units in a spearhead formation (as well as Troops, non-spearhead tanks and walkers in your force) count as scoring units, the emphasis is to leave your deployment zone and claim the objectives before your opponent does.

The other important point is that tanks in a spearhead formation can split their weapon fire, as the additional shot gained from being in a spearhead can be fired at a separate target. This means you need to think carefully about your choice of sponson weapon – should your vehicle have that option. In normal games it tends to be the case of either the primary or sponson weapons being effective in that Shooting phase depending on the target. For instance, a Predator armed with heavy bolter sponsons will either have to effectively sacrifice his anti-infantry firepower by firing at an enemy tank or vice versa. In a spearhead formation that same Predator can do a much better job of maximising his targets by firing at the enemy tank with his lascannons and then targeting any infantry with the sponsons.

Force Organisation

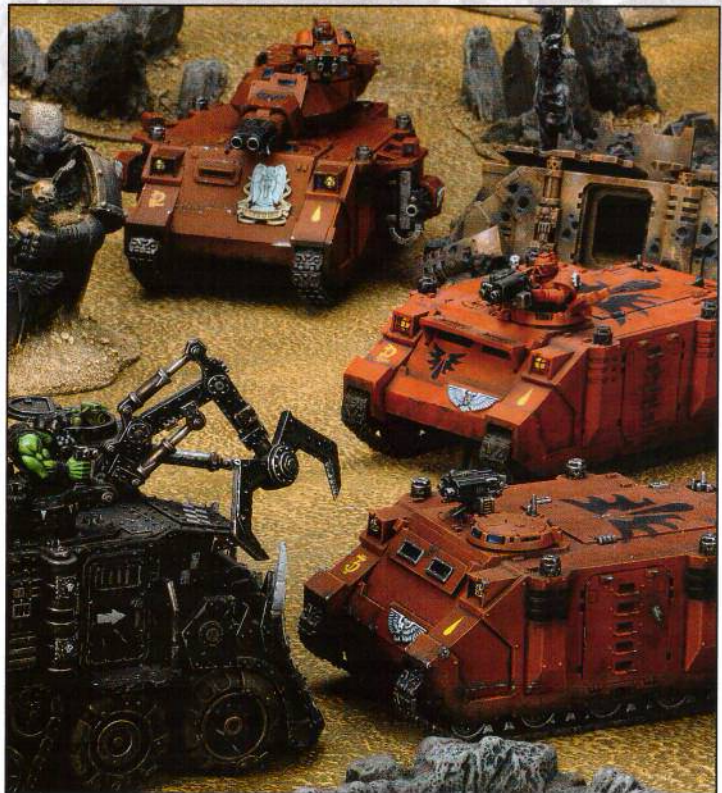
The Spearhead Force Organisation chart has been designed to allow for a bewildering array of flexibility, while at the same time encouraging the use of tanks and other vehicles in your armies. Perhaps surprisingly there are no compulsory choices and you have the option of: 0-2 HQ, 0-3 Elite, 0-6 Troops, 0-3 Fast Attack, 0-3 Heavy Support and any number of spearheads. This means your army can include your usual force, a combination of your normal army with spearheads or go for a really radical force of nothing but spearheads.



RAM RAID!

Christian Byrne: Here is a nasty little surprise for an enemy army that is laden with expensive vehicles, but only if you can field a tank of your own. Normally, the humble Rhino may not be a match for other vehicles in a head-on collision, but three of them deployed as part of a Crusher Spearhead is a different prospect all together. This nasty little group of road-hogging tank killers suddenly jumps from being armour 11 in a collision to a mighty armour 15!

Now, while any army that can take tanks as dedicated transports can use this trick, I think that in the hands of the Blood Angels, whose Lucifer-pattern engines make their vehicles Fast, that will cause the most wreckage. Let's take a look at the maths: for every point of armour above 10 the Strength of the hit will be 1 (so, in this case 5), for every 3" the vehicle travels that Strength goes up one. Fast vehicles moving flat out go 18" bring this up to the maximum Strength 10. So once you have dropped off vital objective-capturing troops, turn your transports into weapons and let the demolition begin! Once an enemy vehicle is wrecked, have a Baal Predator roll forward and incinerate any crew left hiding in the debris.



MONSTER, MONSTER

Wade Pryce: My Chaos Daemons army is well represented by the sort of monstrous creatures and daemonic war engines that dominate Spearhead games, but the Monstrous Spearhead allows me to field something a little more special: up to six Daemon Princes, each upgraded with the Counter-attack, Furious Charge, Rage and, if they don't have Daemonic Flight, Fleet special rules. These first three rules really help my Daemon Princes fit in amongst my horde of slaver Khorne Daemons; and while I would ordinarily recommend gifting Daemon Princes with wings – the increased mobility is incredibly useful on the tabletop – Daemonic Flight costs almost as many points as another Daemon Prince, and the Fleet rule means the spearhead can still maintain a good pace across the battlefield. For this spearhead, I would save the points for several Unholy Might upgrades; combined with the Furious Charge rule, that would bring each Daemon Prince's Strength to 7 when they charge – ideal for ripping apart the war engines of puny mortals!



Tank Aces

The spiritual home of both Knight Commander Pask and Brother Sergeant Chronus is the Spearhead battlefield. Points-wise they are extremely good value in Spearhead missions, as both have improved BS and a smattering of other abilities, such as Pask's Crack Shot special rule. Chronus can ignore crew shaken and stunned results, allowing his steed to keep blasting away.



Designing Spearheads

Fighting along the length of the battlefield coupled with the Spearhead rule allows you to make swooping manoeuvres and daring flank attacks, all the while pounding the enemy with your most powerful weapons. Of course, the enemy will be doing that too. Whilst the battle will always be won on the tabletop you can gain the advantage from the start in the design of your spearhead formations.

There's a strong temptation to use the spearhead formations to patch up inadequacies in the innate weaknesses of your vehicles, to try and make them 'all things to all men'. A good example would be to make a squadron of Chimeras a Tank Hunter Spearhead. Yes, you'll have made your multi-lasers marginally better at penetration, but at Strength 7 that'll still be too low to effectively and consistently crack open enemy tanks. It's better to use the spearhead formations to make a unit's specialism even more effective. So, that same squadron of Chimeras, loaded up

with passengers and given the Mechanised Assault Spearhead, will be far more effective, able to outflank on to the battlefield from Turn 1 and make an early grab for those key objectives.

When designing your force, at the very beginning define the role for each of your tanks and then attach them to the relevant spearhead formation to make them even better at that role. Your spearheads should be really good at one thing – make sure they are the best at performing that role on the battlefield and then don't deviate during the battle. Admittedly, that's easier said than done.

When picking your tanks, don't forget about all the options you have at your disposal. We've already mentioned that weapons have more of an advantage in Spearhead because you can fire at different targets, but there are loads of non-weapon options that can really help too. Bearing in mind the above points about making your tanks excel in their specified roles, giving the Land Raiders in an Armoured Spearhead extra armour will make them all but unstoppable. By the same token, if your units have the option to be upgraded with smoke launchers, I'd always take them no matter what spearheads I'm taking. Cover is scarcer in Spearhead battles, so that 4+ cover save can be crucial, especially when the tank is destined to stand guard over an objective.

“At the very beginning define the role for each of your tanks and then attach them to the relevant spearhead formation.”



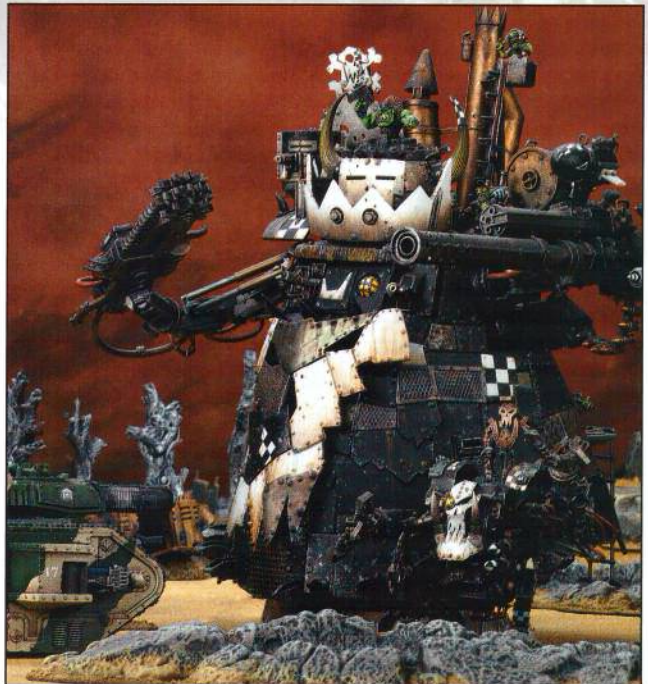
A super-heavy tank can be sure of one thing on the battlefield – attracting the attention of every enemy tank hunter.

THE BIG ONE

Andrew Kenrick: When picking spearhead formations for my army, it's something of a no-brainer for me – always go for 'the Big One', the Super-heavy Spearhead. After all, when you're given the option of fielding a Stompa or a Baneblade in a 2000-point game, only a fool would turn it down.

A Super-heavy Spearhead gives you a supreme advantage – super-heavy vehicles are peerless in 40K when it comes to firepower or durability. Take the Baneblade, for example: three twin-linked heavy bolters, a co-axial autocannon, two lascannons and a demolisher cannon, and that's before we come to the Baneblade cannon. All weapons are able to fire at separate targets or you can ruthlessly focus that firepower. What other spearhead can do that?

Of course, it would be remiss of me to paint such an entirely one-sided story. The Super-heavy Spearhead is unfortunately not without its downsides, foremost amongst them is the Large Target special rule, which means if it starts the game on the table, the enemy score an automatic penetrating hit against it. This has the potential to cripple the vehicle from the start of the game, helping the enemy to bring it down early on.





Eldar Fire Dragon



Blood Angels Death Company



Ork Tankbusta

Infantry Influence

So, Spearhead is clearly all about the tanks, and the average infantryman, whether a lowly Imperial Guardsman, Eldar Guardian or even a power-armoured Space Marine, may struggle to survive in such a hostile environment. Taking infantry and having them wander around is a sure-fire way to get them killed fast, providing your enemy with some nice and squidgy targets for their powerful guns.

However, that's not to say infantry are of no use in Spearhead; quite the contrary, they can win you the battle if used properly. Just like your spearhead formations, when selecting infantry you need a clear role for them from the get go. In Spearhead, infantry will generally fall into two categories: tank hunters or objective holders.

Let's talk first about objective holders. Infantry with this role will preferably be deployed in some kind of armoured transport. Their task will be to advance and take hard-to-reach objectives. These will be objectives that are not necessarily in the middle of open ground – any tank can claim these – but places that will be difficult for vehicles to get to; those in buildings, in dense jungle or other bits of difficult ground are ideal targets. These dense areas will also provide much-needed cover for your infantry, making them even harder to shift – let's hope the Hellhounds stay in the garage! The other advantage such a squad has over a tank is that they are not a single target, the enemy will need lots of anti-infantry firepower to get rid of

them, something he may not have brought to the battle in the first place if he's expecting to fight tanks. Once your infantry squad has the objective, keep them there at all costs – don't be afraid to go to ground (which, coupled with a 4+ cover save will make them annoying hard to shift) or assault enemy tanks if they get too close.

The other role you can use infantry in is that of tank hunters. This obviously calls for elite or more specialised squads so won't suit every type of infantry. You're after those who are armed with deadly high-Strength weaponry – especially melta-weapons – or who carry krak grenades or similar. Eldar Fire Dragons, Imperial Guard Veterans with lots of meltaguns, Chaos Space Marine Chosen or Space Marine Assault Squads are all ideal in this situation. Use armoured transports with smoke launchers to ferry them straight to likely targets. The smoke-shrouded transports will provide cover while your models disembark and hopefully eliminate their targets before moving on.

New Spearheads

Not happy with just providing you insights and tactics, we've also had the author of Spearhead, Jervis Johnson, write two brand-new spearhead formations. These should be added to the twelve existing formations to give you 14 spearheads in total. They follow all of the rules for selecting and using spearheads as described on pages 1 and 2 of the Spearhead Formations PDF, which can be found on the Games Workshop website.

PLAYING SPEARHEAD

If all this talk about tank battles and spearheads sounds cool but has left you slightly baffled, then you should get playing a Spearhead battle straight away, but how? Spearhead is an official Expansion that was published in both White Dwarf and at games-workshop.com. You'll need a copy of the June 2010 White Dwarf for

the rules for how to set up a Spearhead game, including all of the missions. Then go to our website and type 'Spearhead' into the search bar (or look in the Warhammer 40,000 Expansions section) to find the Spearhead Formations PDF. This gives details of all the original 12 Spearhead Formations.

games-workshop.com



SKYSTORM SPEARHEAD

POINTS: 45 + UNITS

Skimmer transport vehicles can use their flight capabilities to launch a lightning fast assault. Before the battle begins they will fly high above the combat zone. Once the enemy are engaged they swoop down from the skies, trading altitude to build up speed until they are hurtling along in a screaming dive. Their velocity hurls them swiftly across the battlefield and deep into the enemy lines, from where the troops carried in the skimmers can swiftly disembark and launch a murderous close-range assault upon the foe.



SPEARHEAD

Up to three skimmer units with a transport capacity. For each vehicle taken, you must also take one unit of any type, that is from the same army list and can be transported in the vehicle.

SPECIAL RULES

Skystorm Assault: All of the units in the Skystorm Spearhead must be mounted in their transports and placed in reserve. On the turn they enter play they must make a special Skystorm move instead of moving normally. A Skystorm move can be up to 36" and the transports may fire one weapon in the Shooting phase. At the end of the move any transported units must disembark, and can launch an assault in the turn they do so.

DESTROYER SPEARHEAD

POINTS: 75 + UNITS

A Destroyer Spearhead is used to crush the enemy through sheer weight of fire. It will be made up of the units in the army that have the most devastating weaponry. As the rest of the assault force advances to engage the foe, these units will cover the attack by laying down a storm of heavy weapons fire. Enemy units that are not destroyed outright will be forced to take cover or fall back in the face of this onslaught. Once any objectives have been captured, the units in Destroyer spearhead will move forward to help protect them from counter-attack.



SPEARHEAD

Up to three units (of any type) chosen from the Heavy Support section of the army list.

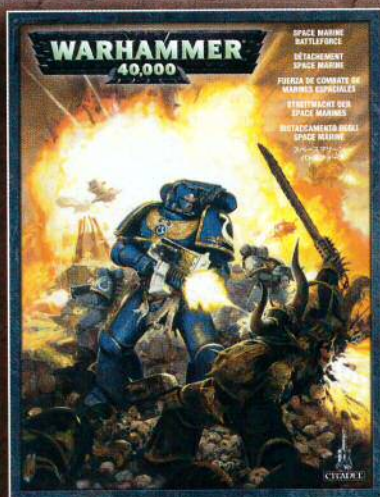
SPECIAL RULES

Preparatory Barrage: The units in a Destroyer Spearhead are allowed to fire all of their weapons before the battle starts. This takes place after both sides have completely deployed and made any pre-battle moves (for Scouts or Infiltrators, etc). If both sides have Destroyer Spearheads, then the player moving first, goes first. The shooting attacks are carried out in exactly the same manner as a shooting attack in the Shooting phase.

WARHAMMER
40,000

BATTLEFORCES

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Space Marines

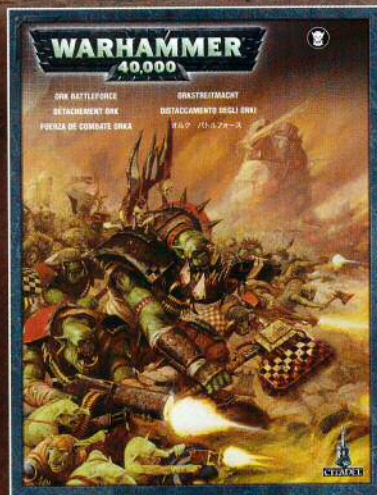
Humanity's mightiest warriors, the Space Marines still uphold their 10,000-year-old oaths to protect the Imperium of Mankind.

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- 5 Assault Marines
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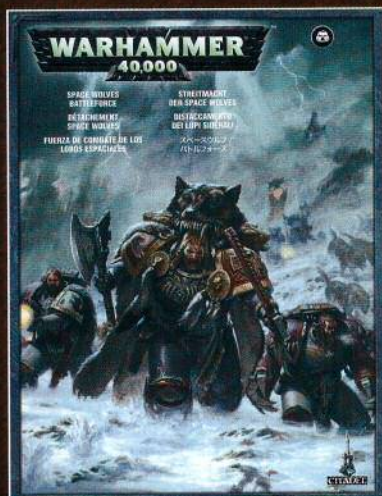
The greenskins are a plague on the galaxy, a race of brutal warriors who use crude but deadly weaponry. They live only to fight.

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Space Wolves

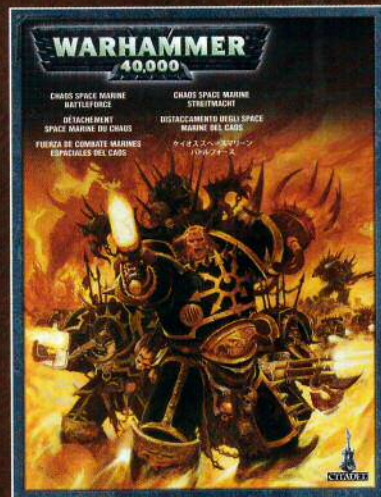
The Sons of Russ are noble but savage warriors who battle across the galaxy, bringing down righteous vengeance on all who oppose them in battle.

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Chaos Space Marines

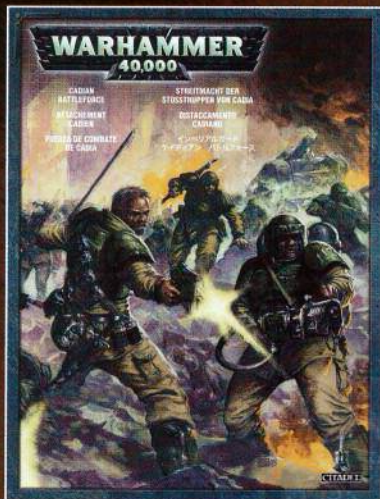
These traitors and renegades have sold their souls to Chaos, they now desire the destruction of the galaxy in the name of the Dark Gods.

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- 15 Chaos Space Marines
- 5 Possessed Chaos Space Marines
- 8 Khorne Berzerkers
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The Cadians are a highly disciplined and effective force, Imperial Guardsmen who defend the Cadian Gate against the forces of Chaos.

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Catachan Imperial Guard

From the death world of Catachan come these tough soldiers of the Imperial Guard, hardy jungle fighters with a blunt attitude to warfare.

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- 1 Catachan Command Squad
- 20 Catachan Jungle Fighters
- 3 Catachan Heavy Weapons Teams
- 1 Sentinel

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Tyranids

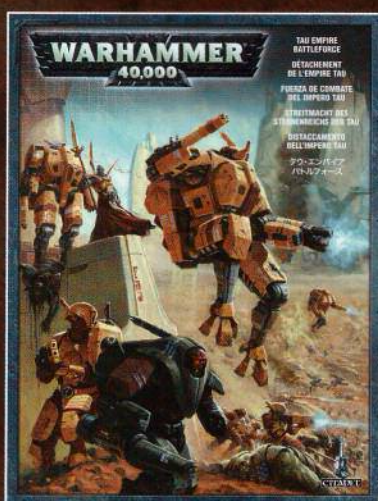
Hailing from another galaxy, the alien Tyranids are an all-pervading organism, the perfect predator whose prey is any and all life they encounter.

BOX CONTENTS:

- 3 Tyranid Warriors
- 16 Hormagaunts
- 16 Termagants
- 8 Genestealers
- 3 Ripper Swarms

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Tau Empire

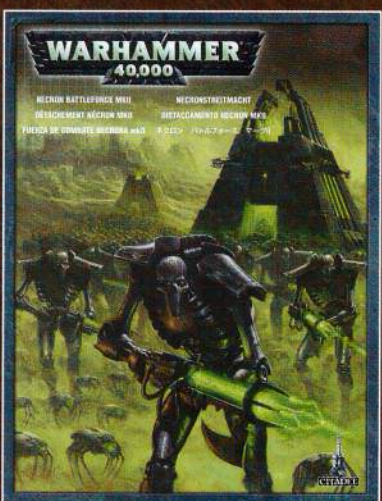
The Tau are a dynamic, advanced race who desire to bring their will to all denizens of the galaxy, for the sake of the Greater Good.

BOX CONTENTS

- 1 Tau Crisis XV8 Battlesuit
- 1 Tau Devilfish APC
- 3 Tau XV25 Stealth Suits
- 1 Markerlight Drone
- 12 Tau Fire Warriors
- 6 Gun Drones
- 12 Kroot Carnivores

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Necrons

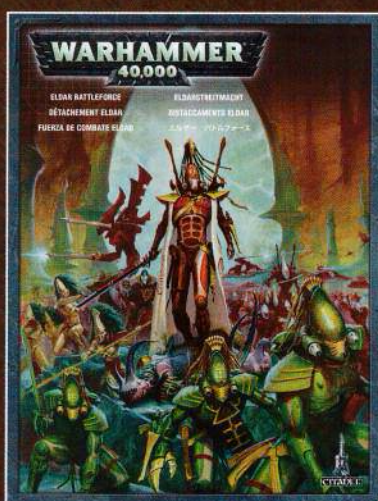
Unstoppable automata who have lain dormant for millions of years, the Necrons have awoken to harvest the souls of all living things.

BOX CONTENTS:

- 28 Necron Warriors
- 3 Necron Destroyers
- 7 Scarab Swarms

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The tattered remnants of a once-great civilisation, the Eldar are a dying race who fight to avoid extinction dreaming of a return to glory.

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WAR OF THE RING™

BATTLE IN THE DEEP

Dwarf-friend Adam Troke delves deep into the roots of Middle-earth to recount one of the bitterest battles in the history of the Dwarves and Moria Goblins. Here he presents a scenario, along with ideas for recreating your own underground battles.





Of tragic tales, there is none so simultaneously saddening and exciting as the fate of Khazad-dûm. For me, as a wide-eyed twelve-year-old reading *The Lord of the Rings* for the first time, the Fellowship's journey through the dark, ominous mansion of the Dwarves was an eye-opening (and quite scary) experience.

I remember reading by torchlight about the fate of the Dwarves, quaking in dread as the Fellowship fled from Balin's Tomb and then, at the Bridge of Khazad-dûm, Durin's Bane was finally unveiled.

This was the start of an obsession concerning the Dwarves, their vile Goblin foes and the kingdom of Khazad-dûm that has lasted the better part of twenty years. It's perhaps unsurprising to see that once again my mind has been dragged back to that bitter enmity – the War of the Ring rulebook contains a meaty section all about how you can fight underground battles, and I wanted to explore that a little further.

You see, the blood-feud between the Dwarves and Goblins (and the Balrog, for that matter) is so visceral. When Gimli travels through the ruins of Moria along with the Fellowship of the Ring, his despair and grief is palpable. Something this emotive makes a fantastic wargame experience.

So, what I've done over the following pages is concoct a scenario that recreates the excitement and action of the dark days of Khazad-dûm's ancient history. The mighty armies of the Dwarves, led by the mighty King Durin, stand ready to defend their hold against the marauding Moria Goblins and the towering evil of the Balrog.

I've also included a page of tips and ideas on how to add depth and detail to your own underground battles – house rules for the scenario in this article that you might like to drag into other battles fought through the depths of the earth.

War on the Web

The battle for the Misty Mountains continues online with a further pair of scenarios, along with painting guides and tactics for the Dwarf Holds and much more. See it all online at:

games-workshop.com

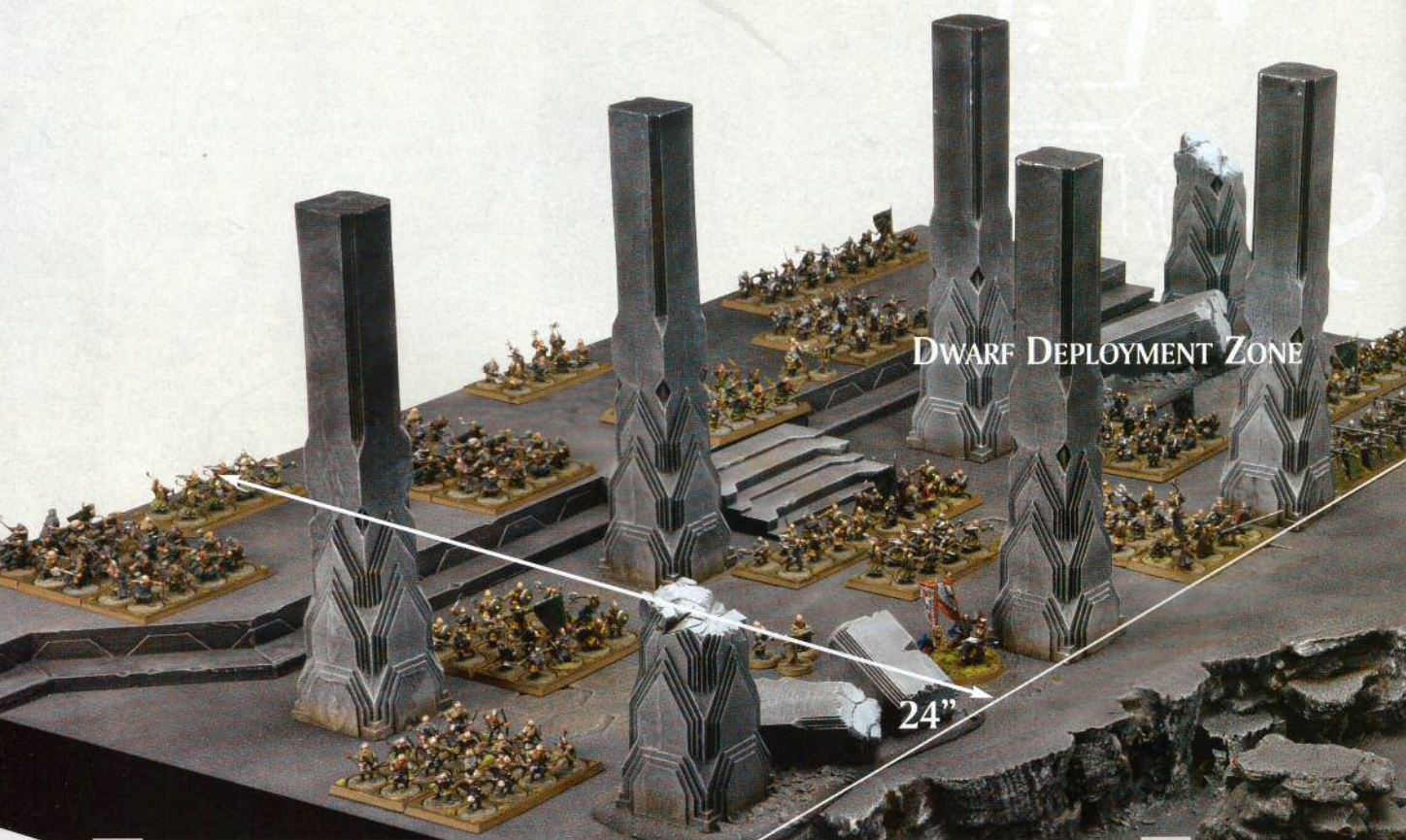
DURIN'S BANE

More affliction has been unleashed upon the Dwarves of Khazad-dûm since the Balrog was awakened. A creature from a darker, more ancient time, there is none in the mansion of the Dwarves with the might to halt the Balrog, and yet Durin's folk will not yield their cherished home to the creature of shadow and flame.

As the Balrog draws to it thousands of Moria Goblins, King Durin realises that his household must halt the Balrog once and for all before the Dwarves are overwhelmed in a tide of hatred and malice.

Calling his banners, Durin summons his household, a grand assembly of Dwarves. Kinbands of Warriors, Khazâd Guard and Vault Wardens heft axe, spear and bow ready to defend the home of their ancestors.

Even as the Dwarves rally for the final battle, the Balrog strides implacably onwards, in his wake follows an unending tide of Moria Goblins, bats and other, fouler creatures from the dark places of the world. The most decisive battle in the history of the Dwarves looms – a conflict that will change the fate of Middle-earth forever.



The Army of Khazad-dûm

- The King's Household battlehost (see overleaf).
- Any other Epic Heroes and formations from the Dwarf Holds army list with the following exceptions: Balin, Lord of Moria, Flói Stonehand, Drár's Hunters, Múrin's Guard, Dáin Ironfoot and Gimli Son of Glóin may not be included.
- The total points value for the Army of Khazad-dûm, including the King's Household battlehost should be about 3000 points.

The Invaders of Moria

- The Goblin Host of Moria battlehost, led by the Balrog of Morgoth (and not Durbûrz).
- Any other Epic Heroes and formations from the Misty Mountains army list, except Durbûrz and Drûzhag may not be included.
- The total points value for the Invaders of Moria army, including the Goblin Host of Moria battlehost should be about 3000 points.

The Battlefield

The scenario is played on a 6'x4' board that is detailed to resemble the halls of the Dwarves. Plenty of pillars, scaffolds and raised rocky outcrops are appropriate. If you can, make one end of the board look more 'complete' than the other – this is the Dwarves' deployment area.

Victory Conditions

The Dwarves and Goblins are locked into a battle to the death, fighting for dominance of Khazad-dûm. This battle is fought using the objectives from The Field of Swords scenario, scoring victory points for both Kingslayer and To the Death. It's only fitting that Durin and the Balrog are the respective leaders in this scenario.

Deployment

The Good forces are deployed within 24" of one short board edge. To represent the full muster of the King's household, no Good models may be kept as reinforcements unless they have the Ambushers special rule. The Evil force is then deployed within 24" of the opposite edge.

Special Rules

Like a Moth to the Flame: The incredible evil of the Balrog has drawn lesser creatures to it. As the battle continues, more and more creatures are drawn to the fight, in a never-ending onslaught.

When a Common formation in the Evil force is destroyed the controlling player may put it to the side. Each turn he may move a single, previously destroyed, Common formation back into play, entering the battlefield in the same way as described in the deployment rules.

The Death of a King: The Dwarves are brave and doughty, but their courage hangs by a thread – if Durin is slain then every Good formation on the battlefield must test for panic in exactly the same way as the loser of a fight.

Endless Malice: The Balrog is a creature of terror and its presence emboldens Evil creatures. Both the Balrog and any friendly model within 12" automatically pass any Courage tests they are required to take.



DEATH IN THE DARK

There's a great deal of scope for some very exciting scenarios and special rules when playing games that are set within the kingdom of Khazad-dûm. Whether you're playing games set in the fallen kingdom, such as when the Fellowship pass through, or the kingdom in all its glory as in the time of Durin, there's boundless opportunity for adventure.

On this page I've gathered together a few rules based on terrain pieces from our Studio collection. The Lord of the Rings Sourcebooks and Journey Books contain plenty of tips and advice on how to build your own scenery and the ever-growing range of Citadel terrain contains plenty of pieces for you to bend into your service. I find, as a gamer, that the key is to get your miniatures out and start playing – once you catch the bug for playing games you'll want to accommodate them on a great-looking gaming area.

All of the ideas here are, of course, entirely optional. If you and your opponent fancy fighting a battle in the dark places of Middle-earth, give them a crack. They'll take a little more organising than usual, but the reward will be an exciting and unusual gaming experience. Baruk Khazad!

MINE WORKINGS



These mine workings aren't as resilient as normal defendable terrain, but they do offer a great vantage point for archers. In our game we let two companies occupy them, but all the models can fire. Additionally, because they're rickety they only add +1 to the Defence of any models within. As a characterful extra, should the mine working or its occupants be struck by a Strength 10 attack, it collapses and the formation inside takes 2D6 Strength 5 hits.

BRIDGES



Holding the bridges can be crucial in the games, so we cooked up some house rules to make the battles tense. Formations fighting on a bridge are steadfast on the score of a 4-6, rather than just a 6. Additionally, the poor footing and precarious sides pose such a threat that any unit losing a fight on a bridge suffers an additional D6 hits. To make the fights on the bridge look right, we took the models from the front company off their movement tray and placed them on the bridge – as you can see here it looks great!

ROCKY OUTCROPS



A raised firing position is always useful, but climbing up the steep sides of these rocky outcrops would be a challenge for any warrior. We play them as difficult terrain since there are plenty of handholds and climbing places – more than enough for Dwarves and Goblins to navigate.

THE KING'S HOUSEHOLD (Battlehost for use in Durin's Bane scenario only)

75 points + models

Durin is the king of Khazad-dûm, a mighty and wise leader beloved all and named for the father of their people. Under his rule the Dwarves wax strong and Khazad-dûm grows ever more glorious – truly it can be described as a wonder. But all is no longer well, for the delving for mithril has awoken a horror from a darker age – a Balrog of Morgoth, a terrible creature of shadow and flame. In the wake of this ancient enemy swarm Goblins in their thousands, joined by creatures of darkness and evil. Against this numberless tide of malice not even the mighty workings of the Dwarves can stand forever and so the king gathers his household. While there is yet breath in his body and still foes for his glittering axe to slay he will not surrender the ancestral home of his people. The cause might be hopeless and foe insurmountable but Dwarvish steel ever thirsts for vengeance. The greatest battle in the history of Durin's folk awaits.

BATTLEHOST

- Durin's Guard (3+ Companies)
- 2+ Dwarf Warrior Kinbands (3+ Companies)
- 1+ Vault Warden Kinband (1+ Company)
- 1 King's Champion

“Up with your beard, Durin's son!” he said. “For thus is it spoken: Oft hope is born, when all is forlorn.”

– Legolas,
The Lord of the Rings

SPECIAL RULES

Oathsworn: The Balrog has devastated the lower levels of Khazad-dûm and its advance is unchecked and the leaders of the King's Household have sworn to halt it. Should a Dwarf formation be in combat with the Balrog a single Hero or Epic Hero in the formation must declare a Heroic Duel against the Balrog. There is no need to expend a Might point to do so, however.

Avenge the Fallen: Brothers and cousins stand ready to defend one another and avenge their fallen kin. Having resolved all the attacks in a fight, take a Courage test for each Dwarf formation involved. Each formation that passes its Courage test can immediately make a single strike at Strength 2 for each casualty it has suffered that phase.



Durin, King of Khazad-dûm



Mardin



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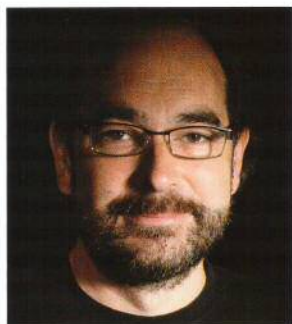
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STANDARD BEARER



This month Jervis has been seen haunting the Studio, drifting about with a cold look in his eyes and a pointy hat atop his head. Must be something to do with the Lichemaster...

There's a French proverb that goes 'plus ça change, plus c'est la même chose'. This translates as 'the more things change, the more they stay the same' and it refers to the way that, while it can sometimes seem that major changes are taking place, they often don't really effect things as much as we might think. This phrase came to mind recently, following some games of Warhammer I've been playing with my friend and colleague Mark Farr.

Before I go into the fascinating philosophical implications of these games, I should talk a little bit about my opponent, because without him they would never have taken place. Mark is a dedicated hobbyist, who has been playing Warhammer at least as long as I have. Mark is something of a touchstone for me as far as Warhammer is concerned, because he is such a well-rounded hobbyist; by this I mean that he loves playing games, loves painting armies, and loves making terrain too. Anyway, Mark's more rounded approach to the hobby is really helpful when you're a bit of a 'mono-hobbyist' like I am, who is obsessed with the rules and army books and suchlike. Mark helps 'ground' me, and lets me remember that there are much more

For those of you that have never seen one, our scenario packs used to contain a set of special scenarios (usually 3-4) that were linked together by a common story. The scenarios were designed to be played one after the other, with the results of one affecting what happened in those that followed. This meant that playing through the scenarios allowed you to dictate the outcome of the story, and because of this they are usually referred to as 'narrative campaigns'. Terror of the Lichemaster is a narrative campaign that tells what happens when the evil Necromancer Heinrich Kemmler – aka 'the Lichemaster' – attempts to overrun the sleepy settlement of Frugelhofen at the foot of the Grey Mountains. It includes three scenarios that need to be played in order. The first two scenarios are small scale encounters – not much more than skirmishes really – but the winner of each receives an advantage in the final battle that pits all of Kemmler's army against the defenders of Frugelhofen.

We decided to follow the instructions for the campaign as closely as possible, including using the profiles and special rules included in the scenario pack rather than those from our army books. That said, we were pretty sure that we'd need to modify things for use with the new Warhammer rulebook – after all, the scenarios and profiles had been written back in 1986 for one of the first versions of Warhammer, and things were bound to have changed out of all recognition since then... Or, at least, that's what we assumed. Imagine our surprise (and, I must admit, delight), then, when we found that the first scenario hardly needed any modification at all! In fact the only thing we needed to worry about was that, back then, models used to have characteristics called 'Intelligence', 'Cool' and 'Willpower', and that the rules for the Lichemaster's Undead attackers didn't mention that they caused Fear. Both these things were easily dealt with: we simply ignored the additional characteristics, and assumed that the Undead caused Fear. This completed the onerous task of updating the first scenario, and we were ready to play!

The first scenario proved a delight to play, so much so in fact that we ended up playing it three times in a row. The other two scenarios proved just as entertaining, and just as easy to update for use with the current Warhammer rules. All we needed to do was modify the spells Heinrich Kemmler could use and some of the magic items the characters were carrying, as their names and the way they worked have changed slightly over the years. Fortunately it proved a very easy task to replace the old magic items and spells with their 'modern' versions from the Warhammer

“While it might feel that the whole hobby is in flux, far more remains the same than ever changes.”

important things about the hobby than the points value of the spear upgrade for a Goblin or the wording of the new rule I'm working on.

Anyway, a few months ago I was chatting to Mark about what we should do for our next game of Warhammer. At the time we were just putting the new Warhammer rulebook to bed, and I'd been concentrating full-time on the new rules and pitched battle scenarios in the book, and wanted a bit of a rest from those fairly standard games. Unfortunately I was still really busy at the time and didn't have much time to write up any 'non-standard' scenarios for us to play, which was when it occurred to us to use one of the old Warhammer scenario packs that Games Workshop had published back in the day. Mark, along with his other good qualities, is something of a pack rat and never throws anything away, and it transpired that he still had a copy of the one of the first scenario packs, called Terror of the Lichemaster, that was written by none other than Rick Priestley, and published way back in 1986!



Heinrich Kemmler, the Lichemaster, is one of the earliest named Warhammer characters.



rulebook. In addition, the Lichemaster had a special rule that allowed him to cast spells based on how many enemy models had been killed, which needed to be rewritten in order to make it work with the modern system for casting magic spells. All in all, it must have taken at most 5 minutes of our time to make the necessary changes. This can hardly be called a time-consuming task...

As I hope you can see, updating *Terror of the Lichemaster* proved a breeze – it was far more work finding models to represent the special characters than it was updating the scenario rules. Mark dug about in his high-cavernous collection of Citadel miniatures to find a classic model that fitted the needs of the scenario and he then painted these up specially for our game. Sometimes not throwing things away really does have its advantages!

What's more we found that the scenarios had stood the test of time really well, and all proved to be interesting and challenging to play. Just as importantly, the background story to the campaign still made sense – it was a bit more low-key than the epic stories we tend to concentrate on these days, but none the worse for all that. All of which brings me back to 'plus ça change, plus c'est la même chose'. You see, when we began to

play those games, I was thoroughly caught up in all of the 'newness' of the new Warhammer rulebook. Refighting *Terror of the Lichemaster* with Mark was a revelation to me, and not just that those old scenarios remain fun to play, or that the characters, story, rules and scenarios all still worked just fine in this modern day and age. No, it also taught me that while it sometimes might feel that Warhammer – indeed the whole hobby – is constantly in a state of flux, actually far more remains the same than ever changes, and therefore things like *Terror of the Lichemaster* remain just as relevant today as they were when first published. Somehow, I find this immensely reassuring. Sure, there are bits here and there that aren't done in *exactly* the same as we'd do things nowadays, but if Mark and I can take a scenario written as long ago as 1986, and use it almost unchanged with the latest Warhammer rules, then really, how different can things be?

And on that bombshell I will sign off for another month. As ever, if you have any comments on this month's *Standard Bearer*, or indeed on any aspect of the hobby in general, then you can write to me at the address on the right. I can't always reply to the letters that I receive, but I do read and enjoy them all, so please don't hesitate to get in touch.

Jervis and Mark playing the latest scenario in their long-running series of regular games.

Write to Jervis at:

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BATTLEFIELD CHALLENGES

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TOWER OF SORCERY



Arcane towers imbued with magical energies are scattered all across the Warhammer world. They are usually built by powerful wizards, who need a secure location, far from any large communities, from where they can carry out their magical research and experiments. Over time they often become abandoned, usually because the original inhabitant has met a grisly end, leaving the building ripe for the taking by anyone brave enough to seize it. It's not uncommon for two armies to battle for control of an abandoned tower and the precious magical artefacts that lie within.

THE ARMIES

Each player picks an army from a Warhammer army book to a pre-agreed points total.

THE BATTLEFIELD

Set up a suitable tower – Witchfate Tor is ideal – in such a way that it covers the centre point of the table, as shown on the deployment map. Set up any remaining terrain in a mutually agreeable manner.

DEPLOYMENT

Divide the table into two halves. Note that this battle is fought down the length of the table, like Battle for the Pass. Roll-off to see which player picks the half of the table they want to deploy in – they may deploy their units in their half of the board up to 12" from the short table edge. The opponent deploys in the other half. The player that won the roll off must deploy their entire army first. Before deploying each unit, roll a dice. On a roll of 3 or more the unit is deployed normally, but on a roll of 1 or 2 it must be

Designer's Note: This scenario is designed to be played with Witchfate Tor. If you don't have one in your collection, you can still play the scenario by substituting a suitable model from your collection.



held back as a reinforcement. Units with the Scouts special rule do not roll, and deploy using their own special rules after deployment is complete. Characters may either deploy on their own, rolling like any other unit, or deploy as part of a unit they are allowed to join (state that the character will join the unit before rolling to see if it deploys on the table).

Once the first player has deployed, his opponent must do likewise, rolling for each unit as described above.

FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

GAME LENGTH

Roll a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then roll the D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game the side that occupies the most floors of the Tower of Sorcery wins the battle. If neither side controls a majority of floors, or the tower is destroyed, then the battle is a draw.

SPECIAL RULES

The Tower of Sorcery: The Tower of Sorcery is so big that any type of model may garrison it. The only exception is models with the Large Target special rule, who can still assault the tower, but may not garrison it.

The tower is split into three levels: the ground floor, the middle floor, and the upper floor and roof. Each level is treated as a separate building that is connected to the adjacent levels. Fortunately the Tower of Sorcery comes apart, so you can place models from the unit to show which level of the tower it occupies. If you are using a

different building to represent the tower, then simply note down which floor a unit is occupying.

Units outside the building may only garrison or assault the ground floor. The only exceptions to this are models that have the Large Target special rule, who may assault any floor of the building; and models with the Fly special rule, who may assault and garrison any floor.

Units garrisoning one floor can assault or garrison an adjacent floor (so a unit garrisoning the ground floor could garrison or assault the middle floor, for example). Units that garrison an unoccupied adjacent floor simply move up or down to the new level. Units that assault an adjacent level fight a building assault against the defenders of the adjacent level, using the rules from the Warhammer rulebook. Note that models on one level can't shoot or cast spells that require a line of sight at models on an adjacent level, though they can shoot at targets outside the tower.

Garrisons that are forced to retreat after losing an assault may choose to retreat to an adjacent level if it is unoccupied; if there are no unoccupied levels they must retreat from the building following the normal rules. Garrisons on the middle or upper level are allowed leave the building if they lose an assault, but must pass a Dangerous Terrain test in order to do so.

An assaulting unit that loses an assault on an adjacent floor remains on the level it occupies. If it wins it can either stay on its own level, or occupy the level it was assaulting. A unit can only occupy one level at a time.

The Ground Floor: The ground floor of the Tower of Sorcery is covered with powerful magical icons that increase the power of any Wizard that is near them. A Wizard that is part of the garrison for the ground floor doubles his Wizard level when working out a casting or dispel result. For example, a Level 2 Wizard garrisoning the ground floor of the tower would add 4 to the dice roll when he casts a spell or attempts a dispel.

Designer's Note: In order to win this scenario you must control more floors in the tower than your opponent. With scenarios like this is very easy to get distracted and concentrate on destroying the enemy army, rather than focusing on the victory conditions. Don't let this happen to you – everything you do should further your goal of capturing as many floors in the tower as possible.

To this end, remember that anything other than Large Targets may garrison the tower. This will allow fast-moving cavalry and flyers to get to the building and occupy it, preferably before the enemy gets the chance to move in! An alternative tactic is to move units like this to the other side of the tower, to screen it so that the enemy can't get their own units in, and use the time this buys you to occupy the tower with slow-moving but more powerful troops.

This said, whatever you do, the game is going to come down to a series of bloody assaults in and around the tower. Don't let any setbacks put you off – if you keep on attacking even when the odds seem to be against you, you can still pull off a surprise win.

One final tip: always try to include a spellcaster in the garrison for the ground floor. Doubling a Wizard's Level makes them extremely powerful, especially if they are of level 3 or 4. There are very few spells too difficult to cast if you are adding +6 or +8 to your casting roll!



REALMS OF BATTLE

For our Trial of Champions mega battle report we had three new terrain sets specially built and painted by Studio hobbyist Chad Mierzwa. Adam Troke talks to our one-man scenery machine to find out more.



More Scenery Online

There is plenty of modelling advice and painting guides to be found on the Games Workshop website. Make sure to check out articles like our Citadel Realm of Battle Introduction, which details several ways to paint your gameboard, as well as offering essential tips for looking after your precious battlefield between games, or our stage-by-stage guides to painting our terrain kits.

games-workshop.com

There is an elite team of hobbyists in the Studio who quietly maintain a sacred, invaluable duty. These are the talented artisans who paint models for the Studio collection, build mind-blowing scenery pieces for our photography and provide comprehensive painting and assembly guides for White Dwarf and the Games Workshop website.

Chad Mierzwa is one such hobbyist, a paint-spattered hero whose handiwork can be seen in scores of issues of White Dwarf and dozens of army books, rulebooks and codexes. He willingly took on the challenge to paint and assemble a trio of new boards for us to use in our Trial of Champions battle report – one for each game. I caught up with him in the Studio dirty room (no, it's not what it sounds like). That's where any truly mucky jobs can be undertaken without spilling over into the wider Studio – think workbenches laden with power tools, paint pots and so on.

I managed to get Chad to remove his (exceedingly sci-fi) facemask and put down his well-worn Spray Gun for long enough to hear his thoughts on the new boards.

'I always love an opportunity to delve into the settings of our games,' he said, gesturing to the half-built terrain board in front of him. 'The idea of battles on volcanic planets, underground caverns and other fantastical locations really excites me. That's the attitude that I've used to tackle this little project. I've gone for a Warhammer 40,000 battlefield that's vaguely reminiscent of Mars or some other heavily industrialised red planet. For Warhammer I took my inspiration from the Badlands, I wanted skulls that wept blood and forests that looked deeply menacing. The War of the Ring board is my take on an area such as Angmar – dilapidated ruins, crumbling statuary and the sense of decay. Who wouldn't want to play a game across a battlefield like these?'

WAR OF THE RING™ RUINS OF ANGMAR

The first of Chad's new boards and terrain sets was his War of the Ring battlefield, designed to resemble the desolate ruins of Angmar.

When Chad started this set, he didn't really know what colours he wanted to paint his Realm of Battle Gameboard, having only a vague idea that he wanted to create a scenery set that harked to a less explored area of The Lord of the Rings. He spent a while rummaging through the Studio scenery collection, looking at what elements we already had before plumping for the idea of a desolate Angmar-style board. For colours he took his cue from the stonework of the Osgiliath ruins.

'When I paint miniatures or scenery, in my mind I always try to apply a couple of basic principles,' Chad explains. 'I like to make sure that anything I paint has three key elements: a dark colour, a light colour and a contrasting spot colour. Looking at our existing Osgiliath ruins, I decided that I

could repeat the colours found on the Osgiliath Ruins on the rocky outcrops of the gameboard. That was my light colour catered for. The dark would be a brown-grey shade applied by drybrushing dark paint onto large areas of ground.'

For a spot colour, Chad chose a light brown tone found in the recesses of the Osgiliath Ruins terrain pieces. He used this as the colour of the trees in the Citadel Woods that he painted for the scenery set and applied it into the cracks and crevices of the gameboard.

'Another thing I have done,' Chad adds, 'is use some spare parts from the Osgiliath ruins kit to enliven the terrain. Small touches like combining the statues with the trees from the Citadel Wood to create an overgrown forest makes a cool scenery piece. Small bits of scatter terrain also help to contextualise the ruins on the board – toppled statues and piles of rubble enhance the image of fallen glory and destruction.'



This board was undercoated with Chaos Black. Chad then drybrushed patches of Scorched Brown onto the board before overbrushing it with Adeptus Battlegrey. The whole board was then drybrushed with a 1:1 mix of Adeptus Battlegrey and Graveyard Earth, followed by a 1:1 mix of Codex Grey and Graveyard Earth.



The Witch-king of Angmar stalks the streets as the Warriors of Minas Tirith battle for control against Mordor Orcs.

The Ruins of Osgiliath are a very versatile scenery kit. With only a minor amount of modification Chad has created a two-storey ruin, perfect for adding the sense of height to the board. Dominating structures such as these are sure to provide a centre point to your battle. Note also how Chad has mounted spare elements from the scenery kit onto hard board to make additional pieces of scatter terrain.



Chad has combined elements from the Ruins of Osgiliath box set with a Citadel Wood to create this sinister wood.



Chad's War of the Ring board with a battle in full swing. The sinister army of the Witch-king of Angmar and his foul legions sweeps forward to assail the warriors of Minas Tirith.

When it came to painting up a new Realm of Battle Gameboard for Warhammer 40,000 Chad knew straight away that he wanted to paint it up as a red planet.

A red gameboard brings to mind a very strong mental image, conjuring up the red sands of Mars, which is of course a deeply significant element in the galaxy of Warhammer 40,000. His mind made up, Chad dabbled for a while with some ideas of how to get a shade of red that was vivid, whilst not overpowering the miniatures that would be fighting on it. Alongside that consideration was the issue of what scenery would be most appropriate.

'Black, red and gold are three colours that go very well together,' Chad says. 'I chose these for a couple of reasons. Firstly, Dave Andrews used black and gold for our first ever Basilica Administratum terrain piece (you can even see it on the front of the box set). This meant that I knew straight

away what the finished piece would look like. All I had to do is repeat Dave's handiwork on several new Imperial Ruins kits. Secondly, the black would enable me to use dark grey rocks to contrast with the red of my gameboard – if you look at the board I'm able to use grey alongside the black and, rather than clashing with it, it complements it very well.

'Although all the scenery I've painted for this terrain set is Warhammer 40,000 terrain I can see myself revisiting this board at some point in the future to add more. The colour is very striking and it's easy to imagine the board as the warped ground of the Chaos Wastes or even the Realm of Chaos in games of Warhammer or as a volcanic plain somewhere in Mordor.

'That's the key to a successful board in my opinion,' Chad adds. 'When you can look at a gameboard and your mind begins to plan further uses you know you've done a good thing.'



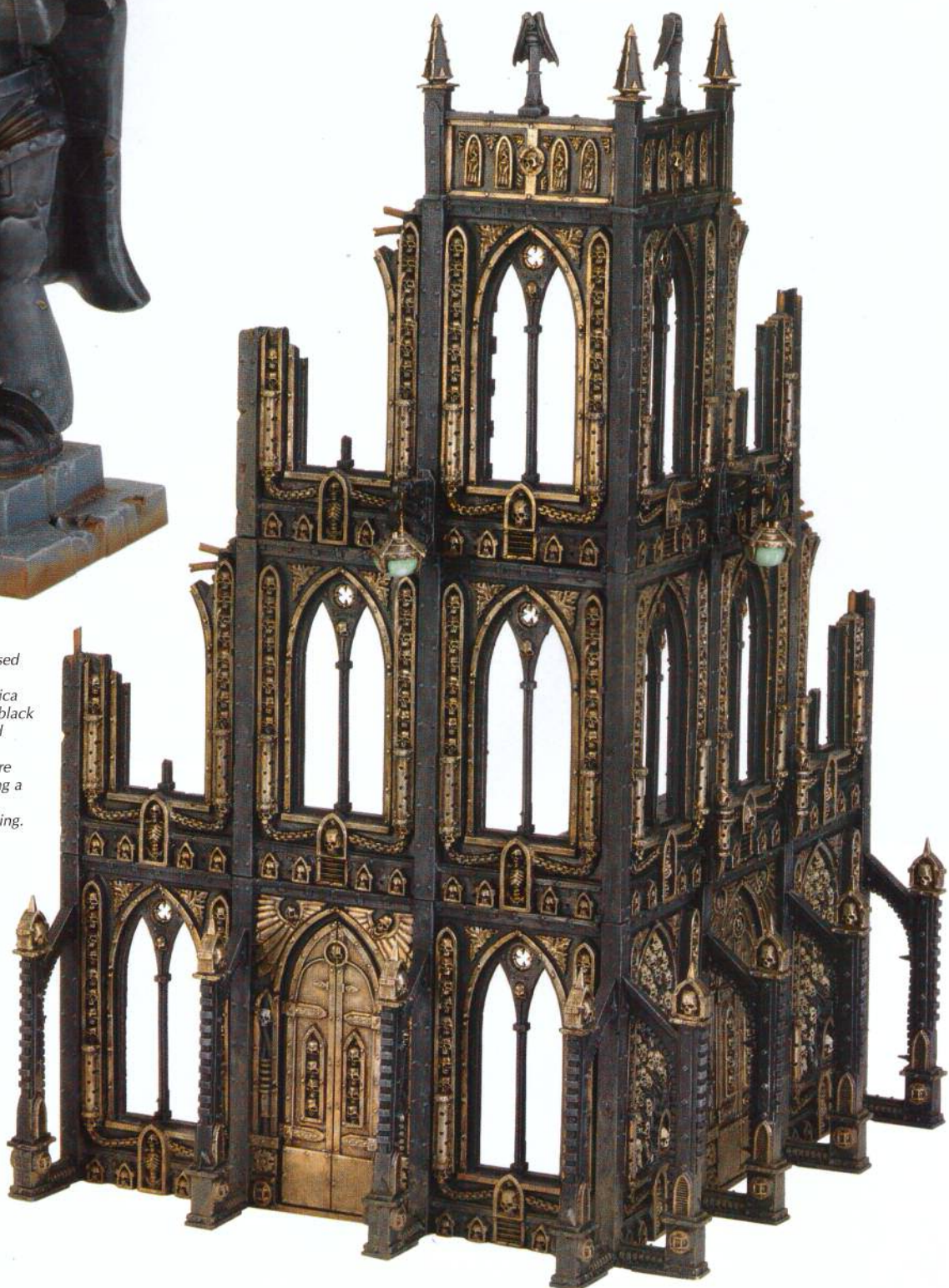
Chad overbrushed the board with Dark Flesh and then added patches of Red Gore followed by Solar Macharius Orange. Chad then drybrushed select areas of the board with Red Gore before drybrushing the whole board with a 1:1 mix of Macharius Solar Orange and Bubonic Brown.



The towering form of this Space Marine hero is from the Honoured Imperium set. Fellow Studio hobbyist Chris Peach painted a host of different-coloured pieces from the sets to show their versatility back in April's issue of White Dwarf. Chad mimicked the basalt colour scheme that Chris demonstrated there. You can find full instructions on how to paint this in our Honoured Imperium: Painting Stage-by-stage article on the Games Workshop website. The only difference with Chad's statue here is that he detailed the base using the same colours as the gameboard shown on the opposite page.



Years ago, when we first released our Imperial Ruins terrain sets Dave Andrews painted a Basilica Administratum in this striking black and gold colour scheme. Chad took a lead from this original colour scheme to produce more terrain for his red board, adding a Manufactorium and Sanctum Imperialis to the existing building.





Chad painted the Moonscape craters to closely match the rock and earth of the gameboard. That way the craters match seamlessly and actually appear to have been blasted out of the board.

WARHAMMER® BADLANDS

Chad's approach for the Warhammer scenery set was to choose a strong focal point and then paint up the gameboard and everything else in the set to complement it.

'With this board I was going for a really strong Warhammer theme. I wanted to capture something that felt like it was straight from the pages of a Warhammer army book,' Chad says. 'I decided to try to make the board how I imagine the Badlands – a place that's been ravaged by war over and over again until the very earth of this battlefield is saturated in the blood of the fallen.'

'The recurring spot colour on this board is definitely red,' Chad adds. 'The red of the tower, the sickly looking gore in the skull pits, even the eyes on the Temple of Skulls are seeping sticky red blood from their eyeless sockets.'

'You could say that I took the whole red thing a little too far,' Chad says with a

smile, 'but I think that the overall effect is a really strongly themed board that all took its cue from the Tower of Sorcery I painted for last month's issue of White Dwarf.'

An interesting point about Chad's Badlands board is that despite the greyish colour of the gameboard, it's far from dull or bland. Areas of bright colour appear in the form of several macabre-looking Blood Forests made from the Citadel Woods kit.

'These are integral to the look of the whole scenery set,' Chad says. 'They bring a splash of red to the set and enable me to add in some static grass to add a little more colour and vitality. This way it looks a lot more interesting than plain old volcanic ash. To make sure that the static grass looked OK I sprinkled some onto the board in patches without gluing it on, just to make sure that it looked good.'

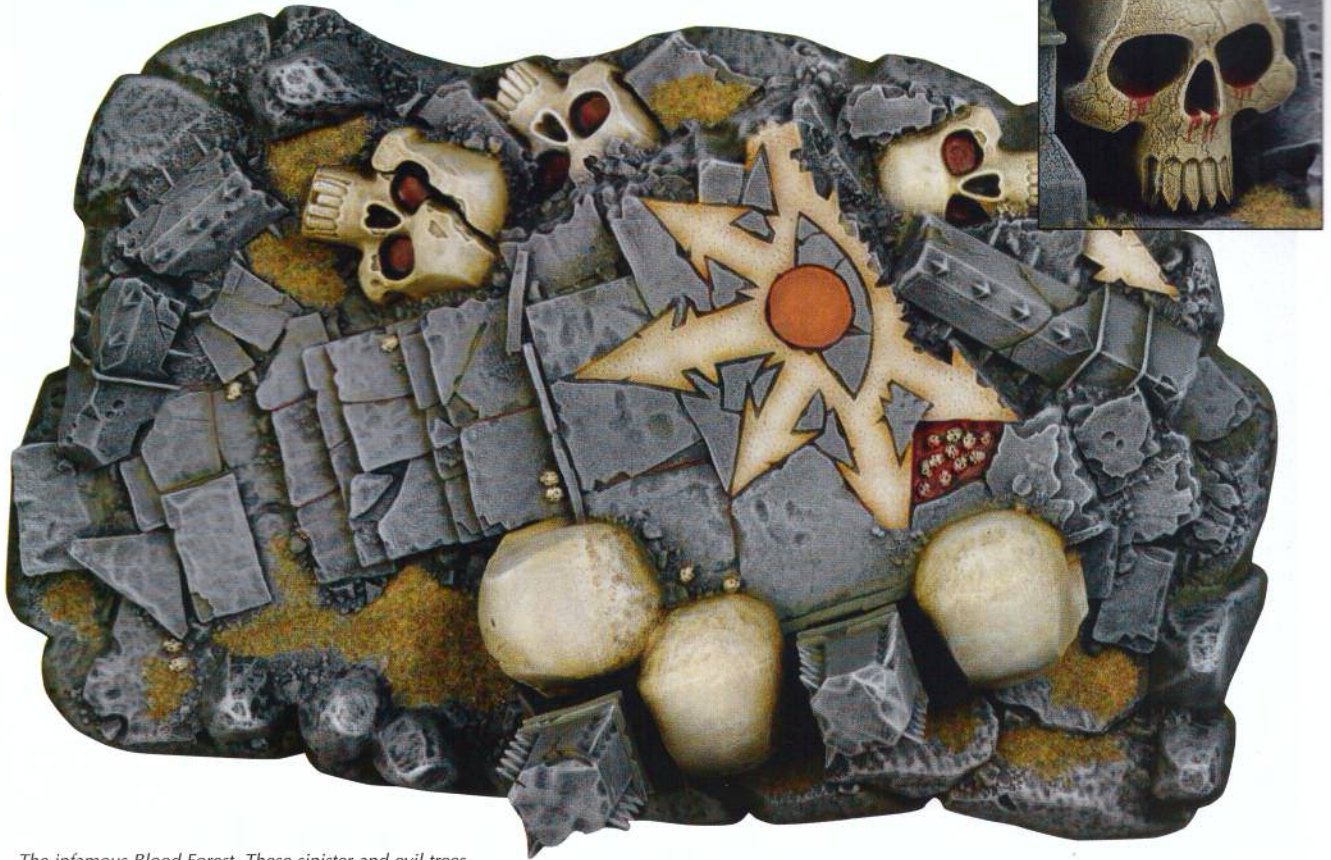
'Static Grass has an amazing way of finishing off a model or a piece of scenery, and that's the same here.'



Chad used the Citadel Spraygun to basecoat the board with Charadon Granite. This was then drybrushed with a 1:1 mix of Charadon Granite and Rotting Flesh, followed by a drybrush of Rotting Flesh.

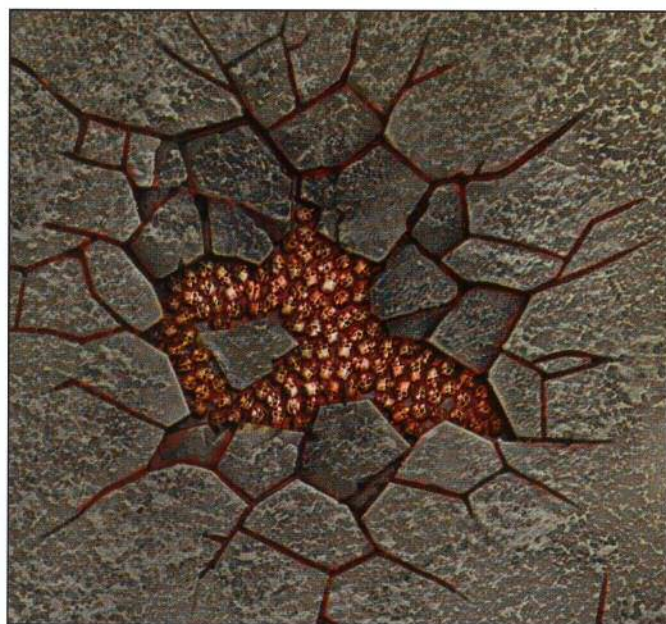


The Temple of Skulls is a striking centrepiece to this board, a blood-soaked edifice that betrays a grisly purpose. The skulls are painted as real bone, giving rise to the question: what monster has a skull so large?



The infamous Blood Forest. These sinister and evil trees are the last place you want to be when magical powers start flying around the battlefield.



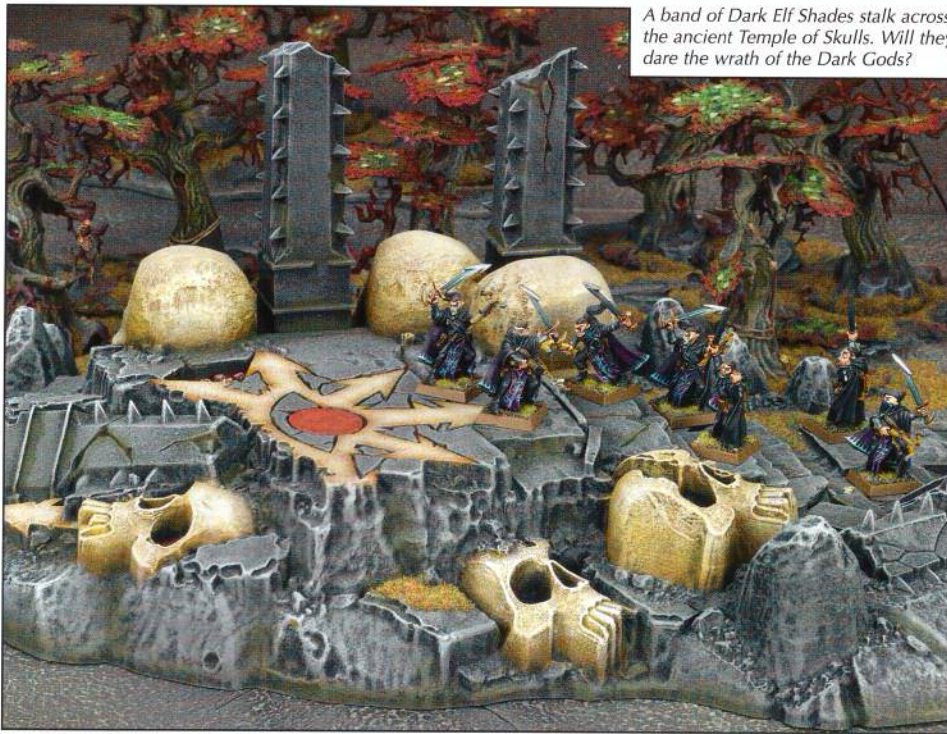


Above: Chad painted the skulls on the board in the normal way before washing them thoroughly with Baal Red. When dry he then drybrushed the skulls lightly with Bleached Bone followed by Skull White, leaving the gore in the recesses.

Left: Witchfate Tor provides an exciting feature for the battlefield. Whether you're using it in a specific scenario such as the Tower of Sorcery on page 76 or another narrative battle, it dominates the landscape.

Below: Chad's Badlands board plays host to a titanic clash between the Dark Elves and Orcs & Goblins as Waaagh! Azhag crashes through all in its path. Can the Dark Elves secure the Tower of Sorcery or will they be swept aside?





A band of Dark Elf Shades stalk across the ancient Temple of Skulls. Will they dare the wrath of the Dark Gods?

The Season of Strife

This month we are bringing a season of war to the Games Workshop website as we unleash an avalanche of articles for each of our games systems. Keep your eyes open for painting guides, modelling tutorials and action-packed scenarios.

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A sturdy fence or wall to defend can mean the difference between life and death for your troops – bodies are sure to pile high as both armies fight for the defensive benefits it offers.

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The Citadel Realm of Battle Gameboard is a sturdy playing surface designed with wargaming in mind. The set comprises six 2' by 2' plastic tiles that can be assembled in many different configurations.

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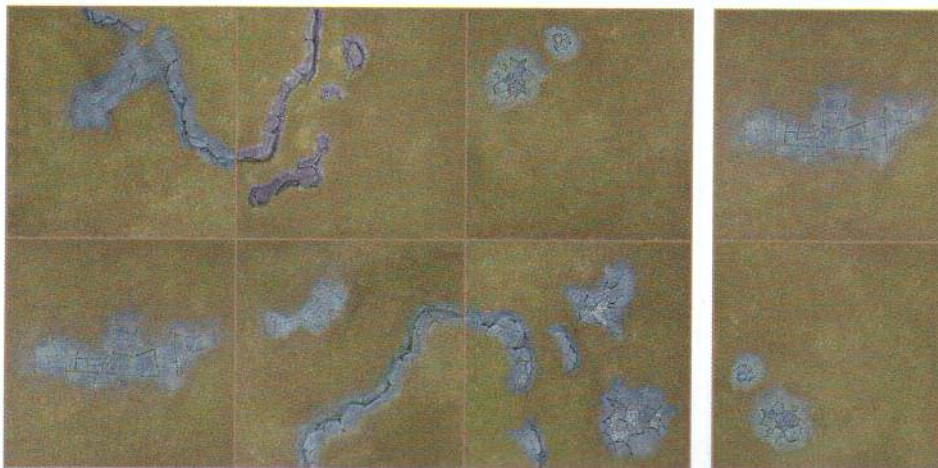
This set contains six individual 2' by 2' gameboard tiles.

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DREADSTONE BLIGHT

Product code: 99120299018

£18, €23.50, 180dkr, 230skr/nkr, 90zł

The ruined tower of Dreadstone Blight will give any Warhammer battlefield a suitably arcane look. This is just one example of the different ways the kit can be assembled.

TEMPLE OF SKULLS

Product code: 99129999007

£18, €23.50, 180dkr, 230skr/nkr, 90zł

The Temple of Skulls is a dread hill upon which sit the ruins of an arcane temple. Columns rise up from the ground and the area is surrounded by large skulls carved into the hillside.

CITADEL WOOD

Product code: 99129999002

£16.50, €22.50, 175dkr, 210skr/nkr, 82.50zł

Woods in the Warhammer world are places where madness and magic lurk in equal measure. Forests in games of Warhammer play an active (and often quite dangerous) part in your battles.

ARCANE RUINS

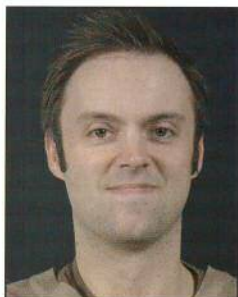
Product code: 99129999003

£15, €22.50, 175dkr, 200skr/nkr, 75zł

A place of mystical energy and potent magics, the Arcane Ruins can serve as a number of different pieces of Arcane Architecture or Mystical Monuments, providing critical gaming objectives.



Fresh from the trials of our online edition of 'A Tale of Four Gamers', our Matt has spent the former half of 2010 painting up a rather good High Elf warhost. Being anything but shy, he was more than happy to feature it on these very pages.



Having already appeared in the Trial of Champions battle report earlier in the issue, this is Matt's second bio, so there's not too much more to say. We'll just gloss over the fact that he was playing with Dwarfs!

Despite always declaring that 'this will be my last', Matt constantly seems to end up in some crazy project that takes over his life, his evenings and weekends disappearing as he becomes consumed by the latest painting task. In recent years he has found himself painting a Blood Angels battle company from scratch for the launch of Apocalypse, and you may remember his exploits in the last Tale of Four Gamers series, for which he painted his Red Corsairs army. For his most recent painting escapade, Matt enlisted in the latest version of A Tale of Four Gamers, which can be found via the Astronomican on the Games Workshop website. This version of the Four Gamers tasked our fine participants to start a Warhammer army, and, as you may have guessed by now, Matt went for the High Elves – no doubt influenced by the promise of getting The Island of Blood High Elf miniatures early for the third instalment of the series.

The lure of new models wasn't the only reason Matt plumped for High Elves. He has an affinity for painting Elves in Warhammer, starting with Dark Elves, before making the difficult transition of

playing for the 'good guys' when he painted a Wood Elf army. He has now has shifted his sights to High Elves.

In line with the A Tale of Four Gamers series Matt's High Elf force has grown very organically, getting larger every month, as he has added blocks of reinforcements. Starting from a solid base of a High Elf Battalion followed by Porcupine Month – when the extra ranks of Spearmen joined the fray, then there was Griffon Month, Lion Month, and, at the time of writing, Dragon Month (guess what that includes) is still on the painting station.

Matt was keen to create a definitive paint scheme to add his own unique stamp to his force, whilst remaining in keeping with the established look of the High Elves in Warhammer. To that end he came up with a rich two-tone blue look. The deep blue was Regal Blue layered with Enchanted Blue. The lighter blue was Shadow Grey with a bit of Enchanted Blue added. Mithril Silver and Shining Gold work as a contrast on the armour and blades, and areas of wood were painted with Desert Yellow, which works really well as a further spot colour.

THREE OF A KIND

This is the third Elven army that Matt is currently collecting, having already painted a substantial Dark Elf force and the beginnings of an autumnal Wood Elf host. Matt's High Elf palette is designed to be a direct contrast to the Dark Elves' deep red colour scheme. The bases of all three armies reflect the lands where the armies are from. So you have the lush green and rich brown of the High Elves' bases, which contrasts with the Charadon Granite and dead grass on the Dark Elves' bases. The Wood Elves' bases reflect the army's theme, having been sprinkled with mixed herbs to give a leaf litter effect.



Wood Elf
Glade Guard



Dark Elf
Warrior



High Elf
Spearman

WARHOST OF PRINCE KORHEDRON



MUSTERING FOR WAR

Matt started his force with a High Elf Battalion, which gave him a solid grounding of Spearmen, Archers, Silver Helms and a Bolt Thrower (note that the contents of the High Elf Battalion has recently changed, swapping Silver Helms for a High Elf Chariot kit). To lead his burgeoning force he added in a plastic High Elf Noble – the Noble carrying the Battle Standard is assembled on the painting station awaiting attention. Over the following months the army has been built up using the large range of plastic kits available to High Elf generals.

Another thing Matt decided to do early on was choose a suitable colour for the edge of the base to help distinguish his models further. Matt's tendency over recent years has been to use a light brown, as this is a good neutral tone that looks neat and keeps the eyes fixed firmly on the model. As an extreme example of what type of colour not to use, a bright magenta base edge would not only clash with the colours on the figure but would distract from the actual model. Matt wisely went for a muted, neutral colour, eventually settling for Knarloc Green as this complemented his base texture, didn't overpower the models and yet was suitably different from Graveyard Earth.

Spearmen

This prickly unit of Spearmen has been made by joining two regiments of 16 together – the amount you get in a box set or battalion. A unit of 32, deployed 8 wide and 4 deep, allows every model to fight in hand-to-hand combat, kind of like a special High Elf mini-horde.

Silver Helms

For his Silver Helms, Matt painted his gallant Elven steeds in grey to complement the blue tones used on the riders. White is a colour often associated with High Elves so Matt was keen to include it on his models; he did this by using it on the steed's manes and fetlocks. The pale wood of the lances, along with the silver and bright red jewels set in the shields, work well as contrasting colours.



Bolt Throwers

The Eagle Claw Bolt Thrower is one of the most reliable war machines in the game. There's no need for misfire dice here, just the highly accurate BS of the High Elf crew. Matt's use of Desert Yellow for the wooden parts of the machine not only complements the gold, but also matches the bows and spear hafts in the rest of the army.



Archers

16 Archers in ranks of eight ensure that every High Elf can draw his bow and add his arrow to the volley. This unit is enhanced by the addition of a painted freehand banner design.



Tiranoc Chariot

Like the Silver Helms, the Tiranoc Chariot is pulled by grey-coated steeds with white manes keeping a strong unifying factor across the regiments of the army – as does the pale wood effect. This model also has another of Matt's freehand painted banners. In this case he has painted the High Elf rune Sethai onto the pennant as it symbolises flight and wind, which seems particularly fitting. To get this design, he carefully plotted the pattern out with a pencil and then painted over it with Skull White.



Ellyrian Reavers

In the third month of the series, Matt got his hands on some models from The Island of Blood and wasted no time in assembling and painting up the High Elf portion of the force. The first to be finished were the Ellyrian Reavers. Matt painted the steeds in the same greys as his Silver Helms, with silver barding and white manes, tails and helmet feathers.



Sword Masters

Matt has a unit of twenty plastic Sword Masters, a regiment envied all around the Studio. To get such a unit, some wheeler-dealing was needed! Firstly he convinced fellow Dwarf Andy Hall to go halves with him on a second set of The Island of Blood. This gave him the ten models but a duplicate command group. To get the final three he swapped his Griffon with Christian Byrne, who was after a new project.

BANNERS AND PENNANTS OF THE ELVEN HOST

Matt has many banners in his force, which consist of both sculpted and freehand designs. Both types have advantages. A sculpted banner is easier to paint, while a freehand can have any design you wish.



Sword Master Banner



Archer Banner



Chariot Banner



Spearman Banner



White Lions Banner



Prince's Banner



High Elf Prince

A worthy centrepiece for High Elven force, the Prince on Griffon model has unsurprisingly had a lot of care and attention spent in its painting. Matt painted the model in parts, starting with the Prince's head and torso, before plugging him into the Griffon's body once that was painted. There was much discussion with peers about what type of cat to paint the hindquarters. In the end he went for a white lion, which Matt reasoned was particularly fitting. Finally, Matt painted the wings in keeping with a falcon.



Matt's Griffon has the rear half of a white lion of Chrace painted with a basecoat of Desert Yellow, blended up to Kommando Khaki and highlighted with Bleached Bone.



The falcon part of the model used a two-tone scheme. The dark feathers were painted Scorched Brown, blended up to Bestial Brown and highlighted with Vomit Brown. The light feathers were painted Graveyard Earth, followed by Kommando Khaki and then highlighted with Bleached Bone.

White Lions

Matt has taken full advantage of the new High Elf kits, and these ten White Lions are but the first of many new arrivals about to join the ranks of his warhost. Dragon Princes, Phoenix Guard and a Dragon are all in the midst of being painted.



A TALE OF FOUR GAMERS

As mentioned, Matt painted this army as part of the Tale of Four Gamers series online. You can see all five episodes of this exciting series at the Games Workshop website, and find out what Matt's companions have been collecting at the same time as he was painting High Elves. We'll also be showing Christian Byrne's fine Empire army in a few issues' time.

games-workshop.com

SOME KIND OF MONSTER

Adam Troke is many things, but most of all he's full of opinions and all of them correct. At least, that's what he'd have us believe. In this article, Adam explains how you can play a competitive game and still have fun.



One might expect that having been raised in the sleepy village of Netley Marsh, Adam Troke wouldn't have a competitive bone in his body. Such a theory, however, reckons without the family battle for global domination fought around a Risk board every Sunday afternoon.



Gandalf the Grey is not only Adam's childhood hero, but he's a must-have inclusion in his army.

A few months ago Jervis wrote a Standard Bearer article all about 'the Face'. We all know the Face, that mournful expression that decorates the countenance of gamers everywhere just as the battle begins to turn against them. What Jervis had to say rang very true with me and got me thinking. You see, I've been a purveyor of the Face on many an occasion (any time you can see me losing a game to Mat Ward, it's a guaranteed fixture), but that's not what I've been considering. I have a vice that, in some parts, is considered far worse. I'm competitive. Really, really competitive.

Now, before you denounce me, hear me out. The only thing I enjoy more than trying to win at something is actually winning, and whilst the latter often escapes me I've gained no small amount of joy from the former. Amongst my family, competition has become an art form. We watch quiz shows with a score sheet and play board games often share more in common with a scene from the Sopranos than the Waltons.

I can almost imagine the editor at this point getting ready to ask me where this is all going. Perhaps I should explain. Since I was eleven or so I've been involved in the Games Workshop hobby. It's been a twenty-year love affair with the universes and games of Games Workshop. I've played them all and my experiences of each of them have shared one fantastic facet – I've enjoyed trying to win.

I would venture to say that I have played thousands of games over the years, ranging from late night 40K battles to fearsome tournaments in an environment of tense competition. Over the years I've won my fair share of those games too, I've crushed perfect strangers and been humbled by people half my age. And through it all I've learned a few things, which, if you'll bear with me, I'll share.

The Dirty Secret

Sometimes it's considered a bad thing to be competitive. I know, I know, not everyone wants a win-at-all-costs game when they're trying to have fun. In fact, I'm not sure that I do. But I reckon most gamers would agree with me that they do want a fun competition. Every time I play I want my tactical ability tested. I want to see new

and inventive strategic ruses and I want to challenge the skill of my opponent.

All of this doesn't mean I'm going to try to smash my opponent with some spurious twist of the rules, oh no. You'll find no weird combinations taking advantage of a rules loophole or perceived exploit. Not on my watch. My armies look like armies and my tactics are all attempts at being genuinely cunning (or flawed). What I'm talking about is a good honest contest, a ground-and-pound battle that leaves both players feeling satisfied.

For some reason, however, declaring that you want to win is sometimes frowned upon. You all know how it is; it gives rise to monikers like 'powergamer', 'cheesy' and so on. My favourite is 'beardy', but it is so far from the truth as to be a bad joke. Wanting to win, being competitive, is none of those things. It's having the respect for your opponent that you'll play your best. Let me digress a moment.

We paint our miniatures. There are a number of reasons why, but when push comes to shove I do it for two:

- because games with painted models look so much better, and
- because (hopefully) my opponent has carefully painted his army and I want to show him the same respect. Wargaming is a shared experience.

With that established, I would like to compare playing to win to painting your models. When I play to win, I am not trying to show that I am better than you are. I'm trying to show how much I love competition and how much I respect your efforts to win too. When we're locked in mortal combat on the battlefield, I don't want you to let me win. When we're playing 40K and you forget to fire your squad, you can bet your last bolter shell I'm going to point it out. I want to win, but I need to win fairly.

The Monster is Loose

This is the point where I share the fear, however. The fear is that we competitive gamers will get so excited about all that winning that we'll forget to be a nice chap. Everyone wants their opponent to be a splendid fellow, but sometimes in the heat of battle, it's not always easy to self moderate. Thankfully, I've got a theory to ensure that you remain awesome, even



when the pressure is on, the stakes are high and the big red monster of competition is gnawing at you. And gnaw at you he will:

Remember what you love. For me, this is imagining the action being played out on the battlefield. Whether it's the staccato bark of bolters or the incandescent fury of a Fire Wizard, I love imagining the battle. If you ever find yourself going off at the deep end, remember what you love.

Don't be a smarty pants. This one's really hard for me, since I think I know it all. This one caught me by surprise at The Lord of the Rings Doubles this year. Midgame my (very polite) opponent, Jeff, pointed out a rule I was using wrongly. I grinned, explained that I never made mistakes and continued. With a polite smile he flipped through his book and offered it to me, page open on my misinterpretation: 'Here it is,' he said. Wow, was I embarrassed. Thankfully Jeff and his team mate were gentlemen and the game continued to be one of the finest battles I can recall.

Don't be a rules monkey. Don't niggle and moan about every last interpretation of the rules. Many a game has been ruined by this, by a player that causes a hullabaloo over semantics. Both players owe it to each other to play with style and grace.

Share the victory. You don't have to only enjoy your own successes. If your opponent's Goblin champion bests your Chaos Lord in close combat, or you find your Nazgûl shot dead by a Hobbit despite half a dozen 'in the way' rolls take it in good humour and share in the joy that your opponent is feeling. I remember a game against a young fellow in a Grand Tournament who rather recklessly charged

Faramir into the heart of my line. My Nazgûl transfixed him and half a dozen Corsairs surrounded him for the kill. 'This is so cool,' my opponent exclaimed as his Hero was chopped apart. And he was right, it was cool – it looked stunning, a heavily armoured knight smashing into my lines, only to be undone by the power of a Ringwraith. The models were all nicely painted, the scenery looked fantastic and my opponent was rejoicing in my success. That's sharing the victory right there.

If you can keep the monster in check, then you're free to be just as competitive as you like. You'll be playing to win, but you'll be doing it in such a way as to be a delight to play against – and that way both sides of the battlefield are satisfied.

“If our opponents have had a bad experience because of us, we've failed at the most important challenge.”

Everyone's a Winner!

So, I want to win, all the time at everything I do, but I have to be careful that the price of victory is appropriate.

And that's where I sign off. If this article has struck a chord with you, then you're a brother-in-arms. Keep the monster in check and remember it's all about winning – but if our opponents feel like they've had a bad experience because of us, we've failed at the most important challenge our hobby offers. And, if you're not one of us, and don't struggle with the monster, forgive us when we struggle to keep it in check. Nobody's perfect, after all.

The Studio's games night – an evening of fun games and friendly rivalries – in full flow.



Adam: My offending Nazgûl, freshly back from raiding the coasts of Gondor with my Corsair fleet.



CITADEL[®] HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.

Find the Hall of Fame Online

If you wish to catch up on all the Citadel Hall of Fame articles that have been published over the last two years then all you need do is visit games-workshop.com. Simply type 'Hall of Fame' into the website search bar to locate the webpage that holds all the Citadel Hall of Fame articles, the online versions include additional material from when they were first published as well. As more models are inducted, this feature will be updated to include them too.



The Hall of Fame is two years old next month so we thought it was time to look back at what miniatures fill those hallowed corridors before introducing the latest inductee. Andy Hall is your congenial guide.

We all have our favourite Citadel miniature; every model we produce has a unique appeal to someone and the reasons why are as many and varied as the amount of blister packs and kits that roll out of the Citadel forges every year. When a model is released it instantly garners fans. I'm certain, for example, that the Dark Eldar range, released just last issue, will be firm favourites for years to come and will no doubt appear in the Citadel Hall of Fame in the future. But that decision is certainly out of my hands, for only a select group of people are invited to induct models into the Citadel Hall of Fame – the sculptors, artists and painters of the Design Studio.

We came up with the Citadel Hall of Fame because we were curious – if everyone has a favourite miniature, then what would our designers and artists' favourites be? It's an interesting question because not only have many of these consummate professionals worked here for years, decades even, and so have seen thousands of miniatures from design to release, but they are quite simply the artisans of the hobby. They know what

makes a good miniature because they spend the majority of their waking hours sculpting, painting or drawing them!

So, rewind back to January 2009 and we asked Jes Goodwin to kick off the Hall of Fame by nominating the very first inductee. Jes set the tone beautifully, eschewing a more obvious choice, such as a big monster or mighty tank kit, in favour of an Imperial Guard Company Commander. It was an inspired suggestion that vindicates using such a select and knowledgeable group, as Jes' in-depth reasoning for his nominee makes you reappraise a model that might have otherwise been overlooked.

And so the irregular Hall of Fame series has continued for the past two years, bringing you a designers' eye view into the miniatures and hopefully giving you a fresh insight of some classic figures. I'm sure the Hall of Fame will continue – in White Dwarf, on our website and now at the Warhammer World Citadel Miniatures Hall (see below) – for many years to come. In the meantime, take a look at the inductees so far and have a think about which miniature you would include.



Up to this point the Hall of Fame has existed on the page and the intangible realms of the internet. However, by the time you read this the Citadel Miniatures Hall will be home to the Hall of Fame exhibition. So, if you want to see the actual models that inspired the artists, painters and sculptors to nominate them in the first place, then visit Warhammer World to see the figures in all their 'Eavy Metal painted glory.



Every hobbyist in the world should visit the Citadel Miniatures Hall in Warhammer World at least once – there you'll find the full 'Eavy Metal collection of miniatures displayed in over 40 spacious cabinets.



The Citadel Hall of Fame now resides in the Miniatures Hall at Warhammer World. Come and take a look at what the Studio's designers, painters and artists consider to be the classics of our age.

warhammerworld.org

Please note that, while every effort is made to ensure a complete exhibition, the Citadel Miniatures Hall is a working museum, and so we can't guarantee all models will be on display all the time as miniatures are occasionally required for photography and Studio use.

The Inductees



Bilbo Baggins
Sculpted by Brian Nelson,
inducted by Seb Perbet.



The Green Knight
Sculpted by Michael Perry,
inducted by Dave Andrews.



Warhammer Giant
Sculpted by Brian Nelson,
inducted by Michael Perry.



Bretonnian Grail Reliquae
Sculpted by Colin Grayson, inducted by Aly Morrison.



Orc Shaman
Sculpted by Brian Nelson,
inducted by Keith Roberston.



Gui le Gros
Sculpted by Michael Perry,
inducted by Dave Thomas.



Plastic Space Marines
Sculpted by Jes Goodwin,
inducted by John Blanche.



Eldar Harlequin Shadowseer
Sculpted by Jes Goodwin,
inducted by Neil Hodgson.



**Imperial Guard
Company Commander**
Sculpted by Brian Nelson,
inducted by Jes Goodwin.

Over the page you'll find
the latest candidate for the
Citadel Hall of Fame.



Darren Latham is a veteran figure painter, a judge at the UK Golden Demon and 'Eavy Metal's senior painter, so he certainly knows a good miniature when he sees it. With this in mind, we invited him to choose his favourite model to be inducted into the Citadel Hall of Fame.

And so we come to the latest inductee into the Citadel Hall of Fame. This time the model has been nominated by veteran 'Eavy Metal painter, Darren Latham.

DARREN'S FAVOURITE MINIATURE

Darren: What is my favourite miniature? It's a hard question to answer, and something I wanted to judge on aesthetics alone and not be influenced by nostalgia. Not that there's anything wrong with that – it's just I wanted my nomination to be based purely on the look of the miniature.

With this in mind I thought about it logically. The models we produce now not only benefit from decades of sculpting experience but vast improvements in technology and manufacturing. So it stands to reason that the miniatures of the current era are the best.

Given those, admittedly, self-imposed criteria, I knew there was only one real choice – Seb Perbet's Deathmaster Snikch. I was so struck by this figure that as soon as I had painted one for the Studio army I managed to get hold of a model for my own collection. For me, primarily as a

painter, I found the model effortless to paint; the sweeping arcs, the design of the cloak and the positioning of the model just cries out to be painted. When you have a model like this, to do anything but not paint it to the best of your ability is, frankly, an injustice. It's as if the sculptor is challenging you – 'I've done my job, now you do yours'. I thrive on that and aspire to match the skill with my painting that Seb has put into sculpting the miniature.

As well as the overall look and feel of the model, there are also a few great little touches Seb has incorporated that all add to the effect of the miniature. These include the way the blades are poised to create the Skaven triskele symbol, the stance, and the rats scurrying from the breastplate all help to make this model worthy of its induction to the Hall of Fame despite being only one year old.



The swirl of the cloak widens out over the base, giving Snikch a three-dimensional presence.



The Clan Eshin Deathmaster painted by Darren for the 'Eavy Metal collection.



The rear view reveals a few rats, no doubt constant companions of the Deathmaster.



The malevolent sneer of the Deathmaster.



The Deathmaster's weeping blade drips with corrosive venom.



Snikch is armed with throwing stars as well as the trio of weeping blades.



Keith has detailed the hem the Deathmaster's hood with an intricate red triangle pattern, a stark contrast to the khaki brown of the cloth.



Unlike the black cloak of the 'Eavy Metal Snikch, Keith has painted the inside of his Deathmaster's cloak a rich red.



Keith has glazed the weeping blade green to reflect the venomous nature of the Deathmaster's weapons of choice.

Former 'Eavy Metal painter Keith Robertson's mini-diorama uses a red and cream palette and places the model in context, atop a roof of an inn (no doubt in search of some unfortunate victim).

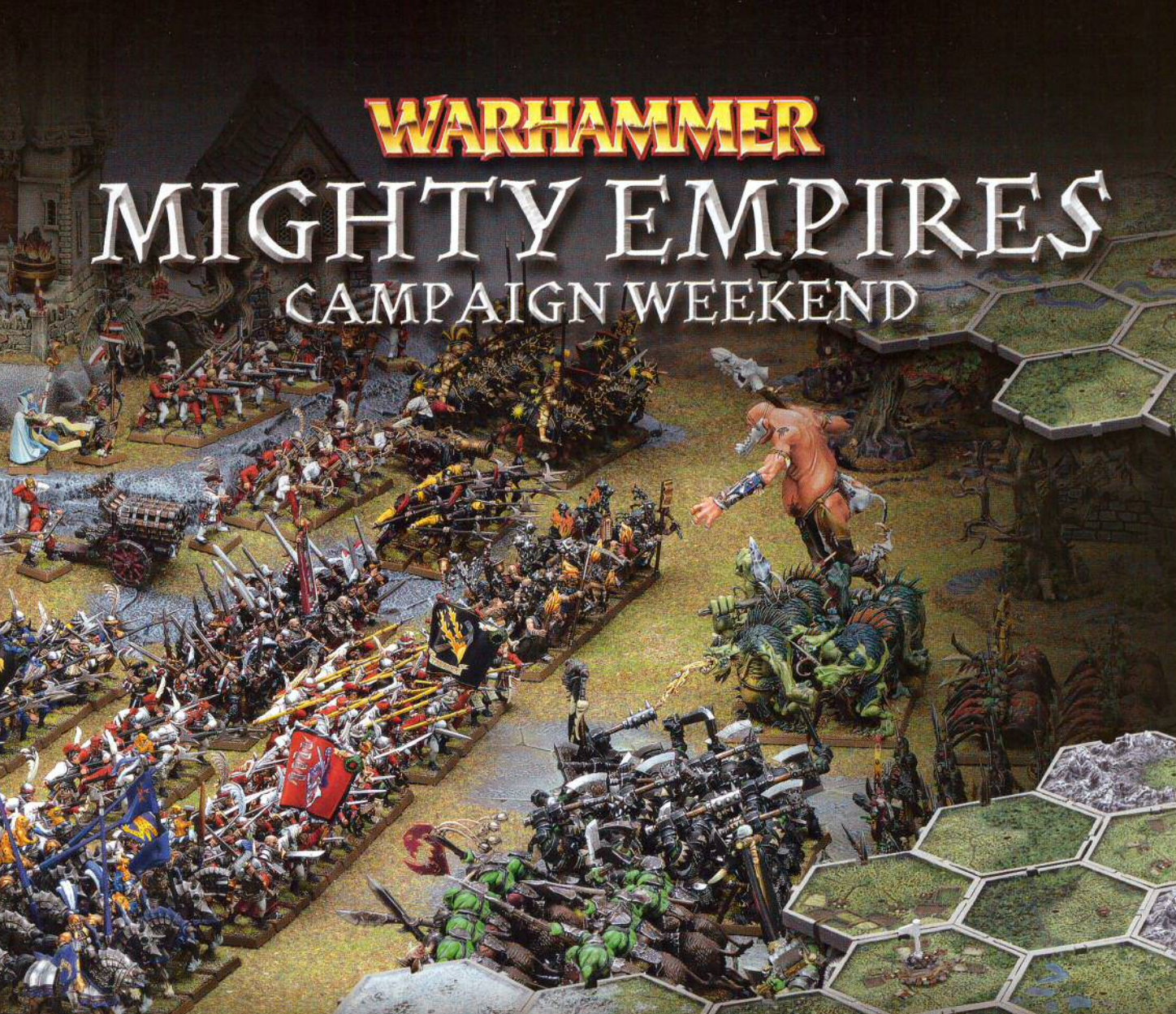
DESIGNER'S RESPONSE



Seb normally draws a concept sketch of the model before he starts work. This allows him to investigate shapes and concepts before mixing the putty.

Seb: For Deathmaster Snikch the starting point was always going to be the original model by Jes Goodwin. There are some brilliant design touches in Jes' figure that I wanted to replicate in my miniature – in fact he's basically wearing the same kit: bandages around the feet and snout, the cloak, even the three weeping blades held in a Skaven-esque triangular formation, referencing their infamous sigil. In that respect the design work was already there, I've just changed the pose.

One of the challenges that was prevalent, not just with Snikch, but the other two Skaven characters that I sculpted – Queek Headtaker and Skweel Gnawtooth –, was fitting them on a 20mm base. They obviously had to be on 20mm to fit in with the rest of the army but I still wanted to make them imposing figures that stood out from mere Clanrats. So, on all three characters I added a large element that deliberately gave the figures a top-heavy look. For example, Skweel Gnawtooth has a flailing whip, Queek a large trophy rack and you have the Deathmaster's curved, flowing cloak. I think that's what catches the eye and maybe why so many painters have adopted it.



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DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

Events and Community 106-110

● Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

● Club Profile

We catch up with the Tempus Fugitives and ask them what makes campaign weekend events such a great way to explore the hobby.

● Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

● Club Listings

The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

Store Information 111-117

● Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

● Store Listings

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Available to Order 118-119

● Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

● Available to Order

Harlequins exist outside of Eldar society, travelling across the webway to perform their revels wherever fate has decreed, whether that's in front of an Archon in one of the tallest spires of Commorragh or amongst the wraithbone towers of a craftworld.



EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

December 2010

December 11th

BRASSBOWL VIII

Date: 11th–12th December, 2010

Venue: Zaal Nieuwlandm Nieuwlandstraat 76, Oostende, Belgium

Details: Brassbowl is the mother of all Belgian Blood Bowl tournaments, and fun to boot. With lots of mayhem on and off the pitch, Brassbowl has become one of the tournaments to visit on the continent.

Join the carnage and play in five matches over two days.

Tickets: €7.50

Contact: brassbowl@thebrassman.org

Website: www.thebrassman.org/brassman/brassbowl.aspx

December 27th

CHRISTMAS HOBBY CAMPS

Date: 27th–31st December, 2010

Venue: Warhammer World, Nottingham, England

Details: Take part in five days of intense hobby activity. Build and paint a brand new army and learn how to secure victory on the field of battle.

Tickets: Tickets are available from www.games-workshop.com and cost £190 each. Each ticket includes a Battalion or Battleforce of your choice, a large Army Carry Case, lunch every day, and access to all of Warhammer World's facilities.

Website: www.games-workshop.com

January 2011

THRONE OF SKULLS

January 15th

WARHAMMER THRONE OF SKULLS WINTER GRAND TOURNAMENT

Date: 15th–16th January, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 2000 point Warhammer army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

From November 15th



CHAOS

The 2010 Touring Exhibition

15th November 2010–10th January 2011

Seen by thousands at Games Day in France and the UK, the Chaos exhibition comes to a final resting place. Chaos Space Marines, Daemons of Chaos, Beastmen and more are explored through classic miniatures, landmark products and iconic artwork from the pages of our books. With exclusive content added since Games Day, are you brave enough to delve into all things Chaos?

www.games-workshop.com

January 23rd

WARHAMMER 40,000 THRONE OF SKULLS WINTER GRAND TOURNAMENT

Date: 23rd–24th January, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 1500 point Warhammer 40,000 army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

February 2011

February 5th & 6th



MASTERCRAFTED: TANKS

Date: 5th & 6th February, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Come and spend a day at Warhammer World with Golden Demon winners Mark Bedford and Phil Stutchinskas, and learn a variety of techniques as used by these artisans to paint the extraordinary tanks and vehicles found in your codex, White Dwarf and on the website.

Tickets: Available from www.games-workshop.com, tickets cost £110 each and include the following:

- Entry into a single workshop of your choice.
Workshop One: Saturday 5th February
Workshop Two: Sunday 6th February
- Mark and Phil will teach you seven different techniques they use for painting tanks. You can find more details on the Games Workshop website.
- A fully built and undercoated Hellhound tank will be provided for you to practice the techniques on.
- You will be provided with all the paints and hobby materials required for the sessions.
- Lunch in the legendary Bugman's Bar.
- Access to all of Warhammer World's facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com



February 12th



THE LORD OF THE RINGS: HEROES OF MIDDLE-EARTH

Date: 12th & 13th February, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+

Details: Gather your forces and do battle at Warhammer World. Can you reign supreme across the lands of Middle-earth?

Compete in eight games across the many battlefields of Middle-earth to become this year's The Lord of The Rings Champion. You will need two fully painted 700 point armies; one Good and one Evil, following the rulespack and the Legions of Middle-earth supplement.

Tickets: Tickets cost £55 per player and include lunch on both days, an evening meal on Saturday and access to all the Warhammer World facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

February 19th



WARHAMMER 40,000 DOUBLES TOURNAMENT

Date: 19th–20th February, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+

Details: If you fancy teaming up with a friend to take part in a fun and slightly chaotic weekend of gaming, then our Warhammer 40,000 Doubles Tournament is for you. Players team up to field a combined force of allied armies in order to fight it out to see who is the Best Team.

Tickets: Tickets cost £85 per two player team and include lunch on both days, an evening meal on Saturday.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

March 2011

March 19th



MIGHTY EMPIRES CAMPAIGN WEEKEND

Date: 19th–20th March, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days at Warhammer World where you and a team of fellow gamers will carve out your very own empire in the lands of the Old World. You will need a Warhammer army of 3000 points, from which you will create smaller army lists for games of varying sizes following the guidelines in the event pack.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com



Club Profile: The Tempus Fugitives



GCN LONDON
The Tempus Fugitives

Contact:
Stuart Mackaness

Email:
stuartmackaness@
btinternet.co.uk

Tel: 0780 915 4020

The Tempus Fugitives have organised and run many successful campaign weekend events, devoting huge amounts of time to their hobby. We caught up with club leader, Stuart Mackaness to ask the question, 'what makes campaign events so special?'

Stuart: Campaign weekends present hobbyists with an opportunity to play in a different style than they may be used to. They are about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle. If you and your opponent have a great game, the actual outcome of the battle becomes far less important.

In a campaign, the games are driven by the narrative of the story. This means that during the course of the event various games may appear challenging when viewed from the usual gaming perspective. However, as in any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. But whatever the scenario or battlefield conditions, your game and your story will always count in the grand scheme of things; there will always be critically

important mission objectives that you will need to strive to achieve. Your armies may meet annihilation in the face of an enemy with vastly superior numbers or power, but trying to hold the line in the face of such odds is what legends are all about.

Founding the Tempus Fugitives

The Tempus Fugitives were created from a level of passion and excitement that can only come from the Games Workshop hobby. Originally a group of us decided to attend one of Warhammer World's fantastic events as a themed team. We all collected and painted our Howling Griffons Space Marine armies so that they would look like they were detachments of a massive 14,000 point single taskforce. Not only was that great fun to play with, but we were frequently told that it had really added to our opponent's experiences for the weekend. We continued this pattern and for the next event brought together fourteen players to form an entire Imperial Guard regiment. By the time of the Medusa V campaign (which we assaulted with an Ork

Below. Warhammer World was packed to the rafters as the armies of the Emperor battle the traitorous legions of the Warmaster.





Waaagh! of almost 20,000 points) it became clear that there was more we could contribute to the community.

Perhaps we could turn our passion and excitement into actually organising and running an event or two? The Tempus Fugitives were born!

A Golden Age

The first few campaign weekends we ran were relatively modest affairs – heavy on the passion and excitement but light on actual players! Now, five years on and over a dozen events later, we have just completed an ambitious series of four campaign weekends played over two years, collectively known as the Age of the Emperor. Each weekend focussed on the Golden Age of the Imperium from the days of the Great Crusade through to the Horus Heresy, the Siege of Terra and finally the Great Scouring where the traitorous Space Marines were banished to the Eye of Terror.

So, where next?

Next year is going to be really exciting as we plan on running five different events focussing on Warhammer and Warhammer 40,000. To start us off in March we have *The Dark Throne*, a tale which takes us to the Empire and the Time of the Three Emperors. When you add the Vampire Wars and a rising Skaven menace into the mix you have dark times indeed for the free people of the Old World. For Warhammer 40,000, May brings us *Into the Maelstrom* with the evil Dark Eldar and green-skinned menace of the Orks raiding the worlds of the Imperium. Only the Astral Claws and the heroic Space Marines can save the day!

If you have never tried a campaign weekend before, I recommend making next year the year you give them a go. As for the hundreds of hobbyists who come back event after event to take on the challenge, we'll see you all next year!

Top Left. Apocalypse-sized games are right at home in a campaign weekend, and allow you to field mighty war machines such as the Ork Stompa, Space Marine Thunderhawk Gunship and Caestus Assault Ram.

Above. Campaign weekends are about telling a story and at the Tempus Fugitives' most recent event, players were able to field the titanic Space Marine Primarchs in their armies including the feral Leman Russ himself.

The Tempus Fugitives

The Tempus Fugitives started life as a group of gamers who attended the first of the fantastic campaign weekends run at Warhammer World. As the years went by their numbers grew and they began to theme their armies to fit in with the storyline for each campaign. Finally, after joining the Gaming Club Network (GCN), they branched out and tried their own hand at running an event. So successful was it, that they've been at it for the past five years now, taking you on adventures across the Old World and helping you to carve out empires in the 41st millennium.

When not in the midst of running a campaign weekend, they can be found eagerly planning the next one. Consequently, there's always a Tempus Fugitives event looming on the horizon that is sure to excite you.

You can find all the details about their latest campaign weekend events, together with downloadable rules packs on the club website: www.tempusfugitives.co.uk. Alternatively, you can contact the Tempus Fugitives at: tfevents@tempusfugitives.co.uk

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkbby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

Club Listing



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun. Use the club listing to find a GCN gaming club near you and get involved.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

AVON

GCN BRISTOL,
Bristol Vanguard:
Contact: Jay Goldfinch
Tel: 0754 5849144
E-mail: bristol.vanguard@yahoo.co.uk

GCN BRISTOL,
Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985488
E-mail: alanvowles@btinternet.com

BEDFORDSHIRE

GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1559297
E-mail: gladiators@uk@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers:
Contact: Dan Curry
E-mail: chair@bfclub.org.uk

BIRMINGHAM

GCN DUDLEY,
Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 288360

GCN SUTTON COLDFIELD,
The Immortals:
Contact: Geraint Osborn
Tel: 07854 023 152
E-mail: geraint_osborn@hotmail.com

GCN WALSALL,
Warlords of Walsall:
Contact: Michael Woolley
Tel: 0776 227 4102
E-mail: woolleywarzone@hotmail.co.uk

GCN WOLVERHAMPTON,
Da Boyz Club:
Contact: Darren Pugh
Tel: 0790 983 3076
E-mail: daboyzclub@googlemail.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE,
Armageddon Inc.:
Contact: James Adams
Tel: 0794 6401 202
E-mail: james.adams@btinternet.com
Age Limit: 18+

GCN TUNBRIDGE WELLS,
Tunbridge Wells Wargame Society:
Contact: Colin Stone
E-mail: colin@castone.freemove.co.uk

CHESHIRE

GCN WINSFORD,
Winsford Wargaming Club:
Contact: Neil Barton
Tel: 0789 430 6291
E-mail: winsfordwargaming@hotmail.com

CLEVELAND

GCN MIDDLESBROUGH,
Middlesbrough Gamers Club:
Contact: Kevin Gibson
Tel: 0794 909 0597
E-mail: kevin.gibson4@btinternet.com

GCN MIDDLESBROUGH,
Redcar Ironbeards:
Contact: Ian Watson
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E-mail: ian.watson1@ntlworld.com

CORNWALL

GCN BUDE,
Dice and Dagger:
Contact: Kurt Baker
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GCN DELABOLE,
North Cornwall Beasts & Bionics:
Contact: Ian Henderson
Tel: 07890 980 870
E-mail: hendybadger@aol.com

GCN PENDEEN,
West Cornwall Games Club:
Contact: Neil Sharp
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CUMBRIA

GCN WINDEMERE,
North West Warriors:
Contact: Adam Turner
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E-mail: adamturner471@btinternet.com

DERBYSHIRE

GCN ASHBORNE,
Ashbourne Gaming Guild:
Contact: Peter Allan
E-mail: peter.allan@btinternet.com

GCN CHERSTERFIELD,
COGS:
Contact: Anthony Barnes
Tel: 0794 425 8764
E-mail: azeb@btinternet.com

GCN DERBY,
Derby Wargames Society:
Contact: Ben Curry
Tel: 07909 704 565
E-mail: bencurry@derbywargamesociety.co.uk

GCN RIPLEY,
Ripley Terra Troopers:
Contact: Judith Hawcroft
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E-mail: judith.hawcroft@derbyshire.gov.uk

DEVON

GCN EXETER,
Exeter Inquisition:
Contact: Richard Deane
Tel: 0164 723 1528
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GCN EXETER,
Rygars Roughnecks:
Contact: John Gendle
Tel: 07734352425
E-mail: ooskequak@hotmail.com

DORSET

GCN POOLE,
Exiles League:
Contact: Alec Weatherall
Tel: 07966 33 33 29
E-mail: alex.aj@btinternet.com
Age Limit: 18+

ESSEX

GCN CHELMSFORD,
Chelmsford Bunker:
Contact: Darren Wadland
E-mail: enquires@bunkersassault.co.uk
Website: www.bunkersassault.co.uk

GCN HORNCHURCH,
Hornchurch Heroes:
Contact: Ian Heard
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GCN SOUTHEAST,
Southeast Toy Soldiers Club:
Contact: Stuart Holtum
Tel: 0170 230 9742
E-mail: clubenquiries@holtum.com

GCN LONDON,
Tempus Fugitives:
Contact: Stuart Mackness
Tel: 0780 915 4020
E-mail: stuartmackness@btinternet.com

HAMPSHIRE

GCN BASINGSTOKE,
Sad Muppet Society:
Contact: Daniel Cave
Tel: 07770 980 255
E-mail: dan@sadpuppets.org

GCN PORTSMOUTH,
Solent Wargames:
Contact: Tony Kirby
Tel: 07988403558
E-mail: solentwargames@gmail.com

HEREFORDSHIRE

GCN HEREFORD,
Spread Eagle Wargamers Society:
Contact: Tim Hill
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KENT

GCN BROMLEY,
The Good, The Bad, The Bromley:
Contact: Michael Tamioli
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GCN GRAVESEND,
Gravesend Gamers Guild:
Contact: Paul Sayers
Tel: 0147 474 3991
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LANCASHIRE

GCN COPPULL,
Coppull & Chorley Knights:
Contact: Jonathan Taylor-Yorker
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LEICESTERSHIRE

GCN LEICESTERSHIRE,
Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
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E-mail: pwfost@yahoo.co.uk

GCN LEICESTERSHIRE,
S.Q.U.I.G.:
Contact: Mark White
Tel: 0782 137 4963
E-mail: mrv54@btinternet.co.uk

GCN LOUGHBOROUGH,
Loughborough 1st and Only:
Contact: Matt Sully
E-mail: zeomus@aol.com

LINCOLNSHIRE

GCN LINCOLN,
Gobstys:
Contact: Chris Simmons
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LONDON

GCN WANSTEAD,
Tanelorn Wargames Club:
Contact: Barry Pittman
E-mail: twgc_contact@tanelornwgc.org

MERSEYSIDE

GCN WARRINGTON,
Warrington Warlords:
Contact: Paul Tremant
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E-mail: paultremant@hotmail.com

NORTHUMBERLAND

GCN BLYTH,
Northumbrian Adventurer's Guild:
Contact: Joseph Lawrie
Tel: 0753 207 2034
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NOTTINGHAMSHIRE

GCN KIRKBY IN ASHFIELD,
K.I.A.:
Contact: Barney Glover
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GCN NOTTINGHAM,
1st Company Veterans:
Contact: Matthew Shaw
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OXFORD

GCN ABINGDON,
Abingdon Wargames Club:
Contact: Steve Evans
Tel: 0775 180 2632
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GCN OXFORD,
Oxford Gaming Club:
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SHROPSHIRE

GCN OWESTRY,
Firedrakes:
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GCN SHREWSBURY,
Gatekeepers Wargames Club:
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E-mail: info@gatekeepers.me.uk

GCN TELFORD,
S.T.A.G.S. Telford:
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E-mail: qkg@btconnect.com

STAFFORDSHIRE

GCN TAMWORTH,
TGC:
Contact: Robert Goodfellow
E-mail: philhammigan2002@yahoo.co.uk

SUFFOLK

GCN NEWMARKET,
Newmarket Knights Wargames Society:
Contact: Mark Haynes
E-mail: nktknights@gmail.com

SURREY

GCN CLAPHAM,
Clapham Wargames Guild:
Contact: Richard Larking
Tel: 0786 649 7878
E-mail: info@claphamwargames.org.uk
Age Limit: 18+

GCN WOKING,

Woking 1st Founding:
Contact: Peter Corps
Tel: 07805677408
E-mail: peter.corps@yahoo.co.uk

SUSSEX

GCN BOGNOR REGIS,
BRGA:
Contact: Frank Hill
Tel: 0789 631 9683
E-mail: mrfkhill@yahoo.co.uk
Age Limit: 18+

GCN BRIGHTON,
Brighton Warlords:
Contact: Peter Cooke
Tel: 07974094240
E-mail: peter.cooke423@ntlworld.com

GCN HOVE,
Gambit Games UK:
Contact: Barry Holden
Tel: 07882720396
E-mail: inferno150@sky.com

GCN SEAFORD,
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Contact: Mark White
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GCN WALBERTON,
Walberton Wargames:
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WILTSHIRE

GCN CALNE,
Calne Gaming Club:
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GCN SWINDON,
Swindon & District Wargamers:
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YORKSHIRE

GCN DONCASTER,
Doncaster Wildcats:
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Pennine Raiders:
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GCN HARROGATE,
Harrogate & Ripon District Gamers:
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Cell Dwellers:
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GCN HULL,
Hulls Angels:
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Tel: 0779686397
E-mail: ross@hulls-angels.co.uk

GCN LEEDS,
Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN LEEDS,
Leeds Games Club:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN YORK,
York Garrison Gaming Club:
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E-mail: warboss@yorkgarrison.co.uk

SCOTLAND

GCN DUNDEE,
Gaming Kingdom:
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GCN DUNFERMLINE,
Dunfermline Wargaming and Roleplay Fellowship:
Contact: Brian Forrester
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E-mail: dwardclub@aol.com

GCN EDINBURGH,
Edinburgh League of Gamers:
Contact: Andy Aleschian
Tel: 0131 652 2500

GCN HELENSBURGH,
The Helensburgh Patriot Games Club:
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GCN KIRRIEMUIR,
Kirriemuir Wargames Club:
Contact: David Tulloch
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GCN LIVINGSTON,
Livingston Battleground:
Contact: John Fyle
E-mail: president@battleground.org.uk

GCN STIRLING,
Stirling Wargamers:
Contact: Angus McCabe
E-mail: info@stirling-wargamers.org.uk

WALES

GCN CWMBRAN,
Crow Valley Crusaders:
Contact: Scott Edwards
Tel: 0794 1301 250
E-mail: scotted@btinternet.co.uk

GCN NEWPORT,
Newport Warriors:
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E-mail: hawca7387@gmail.com

VISIT THE GCN ONLINE AT WWW.GAMINGCLUBNETWORK.ORG

GCN membership promotes the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network. All committee members at GCN clubs which accept members under the age of 18 hold valid CRB certificates. Committee members at GCN clubs aimed at those over 18 are not required to hold CRB certificates.

STORE FINDER



Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists!

Full range of products

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

In-store order point

All our stores have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, if you have your order sent to the store, we'll send it POST FREE!

Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

Free gaming & tactics advice

All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

Free Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along!

Gaming Rooms

Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details online with our Store Finder:

www.games-workshop.com

NEW HOBBY CENTRE

Every month we're opening more and more stores in locations near you.



GAMES WORKSHOP

BERKSHIRE

HENLEY ON THAMES, Henley Model Miniatures:
Tel: 01491 572684
NEWBURY, ToyCrafter:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 902 8600
WINDSOR, WJ Daniels:
Tel: 01753 862106

DORSET

BLANDFORD FORUM, Inspirations:
Tel: 01258 480999
BOURNEMOUTH, Hobbycraft:
Tel: 01202 582 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
CHRISTCHURCH, Simple Miniature Games:
Tel: 01202 489721
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
DORCHESTER, Merlyn's Vault:
Tel: 01305 262277
POOLE, Ashley Road West Post Office:
Tel: 01202 748657
SHAFTESBURY, Hardings:
Tel: 01747 858295
SHERBOURNE, The Corner House:
Tel: 01935 815 615
SHERBOURNE, The Toy Barn:
Tel: 01935 815 040
SWANAGE, Leonard's:
Tel: 01929 426096
WEYMOUTH, Howley's Toymaster:
Tel: 01305 779255
WIMBORNE MINSTER, Riverside Toys:
Tel: 01202 881754

HAMPSHIRE

ALDERSHOT, The Game Shop:
Tel: 01252 311 443
ALTON, Alton Model Centre:
Tel: 01420 542 244
ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 332 263
BOTLEY, Just Add Imagination:
Tel: 01489 781 177
EASTLEIGH, Eastleigh Wargames:
Tel: 02380 644 179
FARNBOROUGH, Dark Star:
Tel: 01252 545019
GOSPORT, NT Books and Wargames:
Tel: 02392 380911
HAVANT, HobbyCraft:
Tel: 0845 051 6554
LYMINGTON, HE Figgures:
Tel: 01590 672002
MILFORD ON SEA, Millard Models and Hobbies:
Tel: 01580 642 112
NEW MILTON, Toys of New Milton:
Tel: 01425 617 805
NORTHEND, Fun Toys and Games Workshop:
Tel: 02392 696734

PETERSFIELD, Folly Models:

Tel: 01730 267 932
RINGWOOD, Toys of Ringwood:
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Tel: 0208 549 5224
GW OXFORD ST:
Unit F10, The Plaza Shopping Centre, W1D 1LT
Tel: 0207 436 0031
• **GW MUSWELL HILL**:
117 Alexandra Park Road, N10 2DP
Tel: 0208 883 9901
GW ROMFORD:
12 Quadrant Arcade, RM1 3ED
Tel: 01709 742 145
• **GW STAINES**:
6 Clarence Street, TW18 4SP
Tel: 0178 446 0675
GW SUTTON:
Unit 26, Times Square Shopping Centre, SM1 1LF
Tel: 0208 770 9454
GW UXBRIDGE:
Unit 32, Chequer Hall, The Follies Shopping Centre, UB8 1LN
Tel: 0189 525 2800
GW WATFORD:
Unit Q, 1A Queen Street, Harlequin Centre, WD1 2TB
Tel: 0181 245388
GW WOOD GREEN:
Unit 93, The Mall Wood Green, High Street, N22 6BA
Tel: 0208 8891079
BARNET, Toys Toys Toys:
Tel: 0208 449 9966
BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6197
CLAPHAM, Russ:
Tel: 0207 228 6139
DULWICH, The Art Stationers:
Tel: 0208 693 3930
FINCHLEY, Leisure Games:
Tel: 0208 346 2322
FULHAM, Patrick's Toys:
Tel: 0207 3859864
GREENFORD, HobbyCraft:
Tel: 0208 747 7500
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
HERNE HILL, Just Williams:
Tel: 0207 733 9555
LONDON, 4D Modelshop:
Tel: 020 7264 1288
PUTNEY, Toystop:
Tel: 0208 785 9535
ROMFORD, HobbyCraft:
Tel: 0845 051 6545
RUISLIP, John Sanders:
Tel: 01895 634 848
VICTORIA PARK, The Toybox:
Tel: 0208 533 2871
WATERLOO, Dark Sphere:
Tel: 0207 928 7220

MANCHESTER AREA

GW ALTRINCHAM:
Unit 1, 9 Cratton Street, WA14 1DU
Tel: 0161 929 8096
GW MANCHESTER (Central):
Unit B3, Marden Way South, Arndale Centre, M4 3AT
Tel: 0161 834 6871
GW TRAFFORD CENTRE:
Unit L46, Trafford Centre, M17 8BN
Tel: 0161 755 0065
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919

MERSEYSIDE AREA

GW LIVERPOOL:
136 Central Shopping Centre, Ranelagh Street, L1 7QE
Tel: 0151 703 0963
• **GW SOUTHPORT**:
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Tel: 01709 450 1255
BRIMSTAGE, Wargame Store:
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ST HELENS, DMZ Gaming:
Tel: 01474 759 333
WALLASEY, Wirral Model Shop:
Tel: 0151 290 6355
EAST SHEEN, Pandemonium:
Tel: 02088 780 866
ENFIELD, Pearsons:
Tel: 0208 373 4200
HARROW, Toy Galaxy:
Tel: 0208 42 40 300

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• **GW KINGS LYNN**:
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GW NORWICH:
12-14 Exchange Street, NR2 1AT
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CROMER, Cromer Furniture:
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EAST DEREHAM, Starlings ToyMaster:
Tel: 01937 697 761
EAST DEREHAM, Youngsters World:
Tel: 01362 698 350
GREAT YARMOUTH, Kerrisons:
Tel: 01493 853891/01493 850039
HOLT, Starlings ToyMaster:
Tel: 01263 713 181
HUNSTANTON, Pavilion ToyMaster:
Tel: 01485 333 108
KINGS LYNN, Youngsters World:
Tel: 01553 773994
NORWICH, Langleys:
Tel: 01603 631929
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Tel: 01953 494008
NORWICH, S P Models:
Tel: 01953 887878
NORWICH, Starwinn Games:
Tel: 01603 631920
SHERINGHAM, Starlings ToyMaster:
Tel: 01263 822 368

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DAVENTRY, The Games Vault:
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NORTHAMPTON, HobbyCraft:
Tel: 01604 591 800
RUSHDEN, Osborne Sports & Toys:
Tel: 01933 312 415
WELLINGBOROUGH, Software Seller:
Tel: 01933 440 861

NORTHUMBERLAND

ASHINGTON, Blue Box Models:
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BLYTH, Clarke's Convenience Store:
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CORBRIDGE, The Village Square:
Tel: 01434 634 055
HEXHAM, Robbs:
Tel: 01434 602 151
MORPETH, TG Allan:
Tel: 01667 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
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GW WARHAMMER WORLD:
Wilford Road, Lenton, NG7 2WS
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BEESTON, Chimera Leisure:
Tel: 01559 229880
CLIPSTONE VILLAGE, TC Painting Studios:
Tel: 01822 615 236
MANSFIELD, The Games Emporium:
Tel: 01623 640 922
MANSFIELD, Maelstrom Games:
Tel: 01623 238919
NEWARK, Access Models:
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NEWTHORPE, Calver Books:
Tel: 01559 382111
NOTTINGHAM, Gobblins Lair:
Tel: 01159 789025
NOTTINGHAM, Foundry Miniature:
Tel: 0115 9101800
NOTTINGHAM, HobbyCraft:
Tel: 0845 051 6545
RETFORD, Bookworm:
Tel: 01777 869224
SUTTON IN ASHFIELD, Model World:
Tel: 01623 443863
WEST BRIDGFORD, Inspirations
Tel: 01515 982 1200
WORKSOP, Model Base:
Tel: 01909 301 752

OXFORDSHIRE

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Tel: 01295 262 546
BICESTER, HobbyCraft:
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CARTON, Giles Sports:
Tel: 01993 842 396
OXFORD, Boswells ToyMaster:
Tel: 01865 241 244
OXON, Ken's Toyshop:
Tel: 01491 823136
WITNEY, Devotions:
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PEMBROKESHIRE

HAVERFORDWEST, Emry's:
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RUTLAND

OAKHAM, Rutland County Museum:
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SHROPSHIRE

GW SHREWSBURY:
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JACKFIELD, Robert Harrop Designs Ltd:
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OSWESTRY, Totally Games:
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TELFORD, Sanda Games:
Tel: 01952 676 722

SOMERSET

GW BATH:
15 St James Parade, BA1 1UL
Tel: 0122 533 4044
• **GW YEOVIL**, Witch Engine:
Tel: 01935 427077
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Tel: 01278 433554
BURNHAM ON SEA, GW Hurley:
Tel: 01278 789 281

CLEVEDON, Lloyds Toys:

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FROME, The Ellerybray Press:
 Tel: 01373 462 139

FROME, Frome Model Centre:

Tel: 01373 463 295
GLASTONBURY, Pedalers Toymaster:
 Tel: 01458 834 562
MIDSOMER NORTON, Signals:
 Tel: 01761 402484

SOMERTON, Somerton Models:

Tel: 01458 272758

STREET, Inname Games:

Tel: 01458 441 443

TAUNTON, Crackers:

Tel: 01823 335 057

TAUNTON, Hatcher & Sons:

Tel: 01823 272 277

WESTON SUPER MARE, The Games Bunker:

Tel: 01934 622141

WESTON SUPER MARE, Lloyds Toys:

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YEOVIL, Yeovil Collectors Centre:

Tel: 01935 433 739

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GW STOKES:

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STAFFORD, Mini Wargaming UK:

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TAMWORTH, Hobbycraft:

Tel: 01827 300 800

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BECCLES, Toy Box:

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BURY ST EDMUNDS, Apocalypse Miniature Wargaming:

Tel: 01284 747363

BURY ST EDMUNDS, Model Junction:

Tel: 01284 753 456

BURY ST EDMUNDS, Starlings Toymaster:

Tel: 01284 761 646

FELIXSTOWE, Wizards Workshop:

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LOWESTOFT, Annatar:

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NEWMARKET, Moons Toyland:

Tel: 01638 663 147

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STOWMARKET, Simpson & Sons:

Tel: 01449 512 914

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GW GUILDFORD:

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GW WOKING:

Unit 3, Cleary Court, 169 Church Street East, GU21 6H

Tel: 0148 377 1675

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Tel: 01276 685160

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COBHAM, Fantasia:

Tel: 01932 867374

CRANLEIGH, David Mann:

Tel: 01483 273 727

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HASLEMERE, Enchanted Wood:

Tel: 01428 648900

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Tel: 01276 471075

REDFHILL, Gamers Guild:

Tel: 01737 789 123

REIGATE, The Toy Shop:

Tel: 01737 245 300

RICHMOND, Toy Station:

Tel: 0208 940 4896

WOKING, Hobbycraft:

Tel: 0845 051 6556

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Unit 7, Nile Pavilions, BN1 1HW

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GW CRAWLEY:

11 Broadway, RH10 1DX

Tel: 0129 355 2072

* GW EASTBOURNE:

33 Cornfield Road, BN21 4QG

Tel: 01323 364 1423

* GW WORTHING:

2 Bath Place, Worthing, BN11 3BA

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BOGNOR REGIS, Trains Models and Hobbies:

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BRIGHTON, Wargames Heaven:

Tel: 01273 205001

BURGESS HILL, Kid's Stuff:

61st: 01444 257 724

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Tel: 01243 788 055

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EAST GRINSTEAD, Ready To Run Models

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HASTINGS, Hastings Hobbies:

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HAYWARD'S HEATH, Clarkes:

Tel: 01444 457551

HORSHAM, Battleground Games:

Tel: 01403 242003

HOVE, Kids Dreams:

Tel: 01273 420 666

HURSTPIERPOINT, Helter Skelter:

Tel: 01273 835333

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STEVENING, The Dollhouse Shop:

Tel: 01938 816813

UCKFIELD, Kid's Stuff:

Tel: 01825 768 398

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Unit 6, Newgate Shopping Centre, NE1 5PY

Tel: 0191 232 2418

GW METRO (Metro Centre):

Unit 2, First Floor, The Arcade

(near the Mediterranean Village), NE1 1YL

Tel: 0191 461 0950

* GW SUNDERLAND:

253B High Street West, Sunderland, SR1 3DH

Tel: 01915 100 434

GATESHEAD, The Gamers Outpost:

Tel: 0191 491 6000

CATESHEAD, HobbyCraft

Tel: 0191 482 7410

NEWCASTLE UPON TYNE, Fantastic Toys:

Tel: 07812 511001

NORTH SHIELDS, SR Gladston & Son:

Tel: 08912 570 335

SUNDERLAND, Toy and Computer Store:

Tel: 0191 565 5196

WARWICKSHIRE

GW COVENTRY:

Unit 39, Upper Level, Cathedral Lanes

Shopping Centre, CV1 1LL

Tel: 0247 422 7311

* GW LEAMINGTON SPA:

32 Regent Street, CV32 5EG

Tel: 01926 435771

* GW NUNEATON:

3 Bridge Street, CV11 4DZ

Tel: 02476 325754

* GW STRATFORD:

Unit 27, 2 Windsor Street, CV37 6NL

Tel: 01789 297 262

BEDWORTH, Railway & Modellers Junction:

Tel: 02476 316 285

COVENTRY, Hobbycraft:

Tel: 02476 234 520

KENILWORTH, Abacraft Arts & Pictures:

Tel: 01926 511 294

NUNEATON, Heart of England Co-op:

Tel: 02476 382 331

RUGBY, Jeto Railways & Models:

Tel: 01708 562 372

STRATFORD-UPON-AVON, Much ado about toys:

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WARWICK, Castle Trains:

Tel: 01926 497 905

WILTSHIRE

GW SALISBURY:

18 Winchester Street, SP1 1HB

Tel: 0172 233 0955

GW SWINDON:

18 Brunel Plaza, SN1 1LF

Tel: 0179 343 6036

CHIPPENHAM, Thorntons Toymaster:

Tel: 01249 463100

DEVIZES, Hoggosaurus Toymaster:

Tel: 01380 723 481

MARLBOROUGH, Ducklings Toys:

Tel: 01672 512170

MELKHAM, The Toyshop:

Tel: 01225 768 415

SWINDON, HobbyCraft:

Tel: 0845 051 6551

TROWBRIDGE, The Toy Shop:

Tel: 01225 768 415

WESTBURY, The Gas Cupboard:

Tel: 01373 825 825

WESTBURY, Triple Helix Wargames:

Tel: 08000 289539

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GW WORCESTER:

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DROITWICH, HobbyCraft:

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* GW BRADFORD:

4 Piccadilly, Bradford, BD1 3LW

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* GW DONCASTER:

26 High Street, Doncaster, DN1 1DW

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BEIJING, Tong Yun Card Game:
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Tel: 0086 10 64017588
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Tel: 0086 10 51671363
BEIJING, Warhammer Games Shop (Xidan):
Tel: 0086 15811202672
BEIJING, Tianjin Waaght! Gaming Club:
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SHANGHAI, Zark:
Tel: 0086 (21) 57631665
SHANGHAI, Zhanchui Store:
Tel: 0086 21 52360900
SHANTOU, Miniature Kingdom:
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WUHAN, Stormcast Warhammer Club:
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CYPRUS

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KATO PAPHOS, Cyprus Crusade:
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CZECH-REPUBLIC

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HARADEK KRALOVE, knihkupectvi Valhalla:
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KOPRIVNICE, Magie:
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KOSTELECK, Certuv Pekely Kotlik:
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LIBEREK, Battle Games-Obchodni Pavilion:
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OSTRAVA, Matrx (knihkupectvi):
Tel: +420774 404 024
PRAHA, Ogr Doupe:
Tel: +42022453488
PRAHA, Cerny Rytir:
Tel: +420222312461
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VSETIN, Atlantis:
Tel: +420571415197

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GW KØBENHAVN:
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ARHUS C, Dragons Lair:
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LYNGBY, Faraos Cigarer:
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HOBRO, Østerskov Efterskole:
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HUNGARY

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KOLDING, Goodgames:
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MARIBO, Guldborgsund Hobby:
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NÆSTVED, Legekaeden:
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ODDER, Legekaeden Odder:
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RANDERS, Byrge Sørensen Hobby:
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VEJLE, Arnold Busck:
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VIBORG, Bog & Ide:
Tel: 86 42 68 68

ESTONIA

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FALKLANDS

STANLEY, Falkland Collectibles:
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FINLAND

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ESPOO, Espoonlahden Puolenkuun Pelit:
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ESPOO, Tapiolan Puolenkuun Pelit:
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HELSINKI, Fantasiapeli Helsinki:
Tel: 09 650 803
HELSINKI, Helsingin Puolenkuun Pelit:
Tel: 09 6908030
JOENSUU, Fantasiapeli Joensuu:
Tel: 0131 284 214
JYVÄSKYLÄ, Fantasiapeli Jyväskylä:
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LAHTI, Lahden Puolenkuun Pelit:
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OULU, Fantasiapeli Oulu:
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PORVOO, Porvoon Puolenkuun Pelit:
Tel: 019 53 48377
TAMPERE, Fantasiapeli Tampere:
Tel: 03 222 52 00
TURKU, Fantasiapeli Turku:
Tel: 02 232 84 13
ÅHTÄRI, Honkaniemen Kirjakauppa:
Tel: 06 553 0027
ALAND, Dillen AB:
Tel: 01815578
KENÄS, Kungsbokhandeln AB:
Tel: 0192461028
HÄMEENLINNA, Lelushoppi:
Tel: 036232950
HEINOLA, Talousuovi ja Ielu:
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KARIS, Blå Lådan KD:
Tel: 019 234 94
KERAVA, Antikvariaatti Kersa:
Tel: 00358 44 965 7775
KOTKA, Eagle Card OY:
Tel: 00358 5 214238
KOUVOLA, Muovipepp KY:
Tel: 053117955
LAPPEENRANTA, Antikvariaatti Suma:
Tel: 05 4117781
MIKKELI, Lastentarvikeliike Muppela:
Tel: 015361611
ORIVESI, Silver Seed:
Tel: 0417775166
PORI, Askarteli-Pori:
Tel: 02 6326671
RAAHE, Raahen Astartelu ja Paperi:
Tel: 082236025
SAVOLINNA, Savonlinnan Antikvariaatti:
Tel: 015 534412
SEINÄJOKI, Fantasiailinna:
Tel: 040 5616338
SEINÄJOKI, Pelikaidas:
Tel: 00358 4 417780
TAMPERE, Pelimaa OY:
Tel: 050 5558313
TAMPERE, Kirja Karkkainen:
Tel: 03 2251050
URJUKI, Kuopio:
Tel: 00 17 364 86 86
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GIBRALTAR

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ATHENS, Fantasy Shop: Ag. Paraskevi:
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Tel: 0030 210 959 2922
ATHENS, Fantasy Shop: Pagrati:
Tel: 0030 210 7560780
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Tel: 0030 210 6042816
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ATHENS, Kaissa Glyfadas:
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